Jed Walton, MBCS

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EDUCATION

University Of Sussex

Brighton, United Kingdom

BSc (Hons) - Computer Science and Artificial Intelligence; Degree Classification: 2:1 October 2018 - June 2021

Courses: Mathematical Concepts, Programming Concepts, Data Structures & Algorithms, Program Analysis, Introduction to Programming, Further Programming, Software Engineering, Databases, Introduction to Computer Systems, Compilers and Computer Architecture, Fundamentals of Machine Learning, Neural Networks, Natural Language Engineering, Acquired Intelligence & Adaptive Behaviour, Computer Vision, Knowledge and Reasoning, The Ghost in the Machine?, Human-Computer Interaction, Professional Skills, Global Design Challenge, Web 3D Applications, Individual Project.

University Of Sussex

Brighton, United Kingdom October 2017 - June 2018

Computing Sciences Foundation Year

Courses: Foundation Programming, Program Design, Mathematics for Computing, Database and Application Development, Computing Project, Communication and Learning Skills.

JetBrains Academy

Java Developer, Java Backend Developer

Sept 2021 - August 2022

Topics include: Object-oriented programming, Generic programming, Functional programming, Algorithms and structures, Databases and SQL, Operating systems, Programming concepts, Software construction, Programming techniques, Introduction to Spring Boot, The structure of Spring applications, Core Container, Spring Data, Monitoring and deploying Spring Boot applications, Spring Security, Asynchronous processing, Web (REST), Spring Testing, Integrated Development Environments, JVM, Build tools, Java basics, Code style, Design patterns, Collections, Multithreading, IO streams, Exception handling, Testing tools and libraries, Debugging, Logging, Reflection, Inside the JVM, Essential standard classes, JDBC, Networking, Serialization, Regular Expressions, Numeral systems, Standards and formats.

SKILLS SUMMARY

Java, Python, JavaScript, HTML, CSS, C, C++, C#, LATEX, SQL • Languages:

Spring Boot, JavaFX, PyTorch, Unity, Hardhat Frameworks: Docker, Git, MySQL, PostgreSQL, SQLite Tools:

• Platforms: Linux, Windows, AWS, GCP

• Soft Skills: Communication, Time Management, Deep Work, Ownership

Projects

- Ray Traced Reverberation Chamber University Of Sussex Dissertation 72/100, 1st. (C++): Completed an extensive piece system design and implementation work under the supervision of Dr Kingsley Sage. The project involved the creation of an artificial reverberation chamber using ray tracing techniques modelling the propagation of sound along with a variety of emulated microphones and a graphical user interface. Worked independently to a large extent, defined the problem boundaries, investigated possible solutions, and presented the results verbally, in writing, and demonstrated them in action.
- Monopoly Spin-off, 'Property Tycoon' University Of Sussex Software Engineering group assignment 77/100, 1st. (C#): Undertook a team-based coursework, which involves the production of a significant software deliverable in the form of an interactive gaming application. Gained experience working on the whole life-cycle of a software product including: requirement analysis, software architecture and design, implementation, quality assurance, maintenance activities. Further gained experience with social issues in software engineering such as team-structures and conflict management. Other issues covered include: agile software engineering methods, testing, test-driven development, coding practice and standards, design and code reviews, version control. (May 2020)

Honors and Awards

• RSL Awards, Drums: Grade 8 with distinction. - July, 2017

Hobbies and Interests

- Lifting Weights: Allows me to feel grounded, clear-headed and able to focus for extended durations. The discipline I have developed reduces perceived effort of cognitive work considerably.
- **Drums**: Taught me the value of deliberate practice.
- Brazilian Jiu-Jitsu: Gained experience becoming part of a cohesive group of people who are helping each other to better themselves.