

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
Relevant courses:
 - Mathematical Concepts
 - Programming Concepts
 - Data Structures & Algorithms
 - Compilers and Computer Architecture
 - Software Engineering
 - Further Programming
 - Program Analysis
 - Fundamentals of Machine Learning
 - Neural Networks
 - Knowledge and Reasoning
 - Databases
 - Human-Computer Interaction
- **JetBrains Academy** Online
Java Developer, Java Backend Developer Sept 2021 - August 2022
Relevant topics include:
 - Object-oriented programming
 - Generic programming
 - Functional programming
 - Spring Framework

SKILLS SUMMARY

- **Languages:** Java, Python, JavaScript, HTML, CSS, C, C++, C#, L^AT_EX, SQL
- **Frameworks:** Spring Boot, PyTorch, Unity, Hardhat
- **Tools:** Docker, Git, MySQL, PostgreSQL, SQLite
- **Platforms:** Linux, Windows, AWS, GCP
- **Soft Skills:** Communication, Time Management, Deep Work, Ownership

WORK EXPERIENCE

- **Customer Facing Employment**
(18 Months Total)
 - **The Bullingdon Venue:** 1 Month
 - **M&S Menswear:** 8 Months
 - **The Vaults & Garden Cafe:** 1 Month
 - **Waitrose:** 7 Months
 - **Walton Street Cycles:** 1 Month

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.
- **Recipes - JetBrains Academy (Java):** Created a multi-user web service with Spring Boot that allows storing, retrieving, updating, and deleting recipes. Gained experience working with JSON, REST API, Spring Boot Security, H2 database, LocalDateTime, Project Lombok and other useful concepts for the backend.
- **JSON Database - JetBrains Academy (Java):** Created a client-server application that allows the clients to store their data on the server in JSON format. Gained a firm grasp of working with JSON in Java.
- **Cinema Room REST Service - JetBrains Academy (Java):** Created a simple Spring REST service to manage a small movie theatre that can show the available seats, sell and refund tickets, and display the statistics of the venue. Gained experience Handling HTTP requests in controllers, creating services and responding with JSON objects.

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. Achieved grade 8 with distinction.
- **Brazilian Jiu-Jitsu:** Gained experience becoming part of a cohesive group of people who are helping each other to better themselves.