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## Profile

Master of Computer Science at the University of Bath with first class honours. Experience in varying Machine Learning techniques through project work, especially computer vision. Lots of experience in software development within a group throughout my degree and hardware/software troubleshooting support throughout my placement.

## Education

- **2020-2025: MComp (Hons) Computer Science with Year Long Placement, University of Bath**
  - Graduated with First Class Honours.
- **2018-2020: A Levels, St. Bartholomew's School**
  - A\*, A\*, A, A in Mathematics, Physics, Computer Science and Further Mathematics respectively. I learned some basic assembly code, understanding more how the hardware components of the computer interact with each other, and built a turn-based RPG in Python using Pygame for my A Level Project.

## Work Experience

- **Hawk-Eye Cricket Systems Operator**
  - Rigging cameras around cricket grounds, tracking all balls bowled for DRS, for India vs England test series, making important decisions quickly and confidently
  - Troubleshooting and fixing hardware that gets used for matches
  - Remote support for iHawk systems, liaising with ECB officials and analysts, requiring strong communication skills
- **Bar Work**
  - I worked in a local bar for a few summers outside of university, being trusted to run the bar alone and liaising with customers.

## Technical Skills and Projects

- Experience in: Python, Java, C/C++/C#, Unity, WebGL, Haskell, JavaScript, HTML, CSS, Windows, Blender, Assembly, SQL
- **2024-2025: COMPUTER VISION MODEL TO CONTROL VIDEO GAMES (MASTER'S DISSERTATION)**
  - Used MediaPipe Hands to create a new control scheme for video games
  - Catered to those who cannot use a keyboard or controller
  - Accessible on a budget
- **2022-2023: ML MODEL TO PREDICT CRICKET (3 RD YEAR DISSERTATION)**
  - Researching various Machine Learning techniques, used a large dataset from the 2022 season of the IPL
  - Created an ML model to predict run outcomes, in an attempt to improve upon DLS
- **2022: RAY-TRACER IN C++**
  - Created a ray tracer from a skeleton of code in C++
  - Implementing advanced techniques such as photon mapping, reading in .ply files
- **2022: CHROME EXTENSION TO RESTRICT SOCIAL MEDIA**
  - Worked in an agile team, creating a Chrome extension that allows the user to restrict certain aspects of various social media in order to help avoid social media addiction.
- **2021: BUILT A FITNESS WEB APP**
  - Worked on the front end of an agile team, working with a Spotify API using React JS.
  - Entirely remote work, quickly adapting to a new environment

- **Ongoing: BUILDING A BUDGETING APP**
  - Learning full stack development
  - Budgeting app that automatically updates the user's weekly budget
  - Javascript + MongoDB
- **Ongoing: 3D MODELLING IN BLENDER**
  - Learning 3D modelling, using Blender to make printable art models, to create models for a potential game that I would like to create
  - Modelled various characters/animals, such as a bearded dragon
  - Learning to create more realistic models, keen to learn new skills

## Biggest Strengths

- I can adapt to different styles of work (Experience in different languages, methodologies, independent and group work)
- I can make important decisions under a lot of pressure (Time crunch, teaching/umpiring in taekwondo, DRS in important cricket matches)
- Trustworthiness (Trusted to run things alone, trusted with tracking an international test series)
- Good problem solver (High pressure work during placement and degree)
- Communication (Strong inter-personal skills, working within an agile group, liaising with important ECB officials)
- Committed and keen learner (University course, side projects stepping out of my comfort zone)

## Activities/Interests

Video games: I have been a fan of video games for as long as I can remember. I love playing them and, more recently, I have enjoyed learning more about how they are made, as I have an interest in making them as well.

Taekwondo: 12 years' experience and 8 years' teaching experience. I started when I was 10 and have continued to train and teach even more since I've been at university, entering many competitions and winning a lot of medals since I've been a black belt now becoming club captain at my university club. I also often umpire at a lot of competitions for my home organisation, requiring a lot of concentration and making quick and important decisions.

3D Modelling: More recently I have become interested in 3D modelling, taking a course on using Blender during my placement year. I have access to a 3D printer so I have been using it to make art models in Blender that I can then paint. My plan is to gain more experience in modelling and use this experience to make my own assets for a game in the future. I have uploaded my finished models to my Makerworld profile, with the link at the top of my CV.

## References

Master's dissertation supervisor, Professor Peter Hall: Email: [maspmh@bath.ac.uk](mailto:maspmh@bath.ac.uk)

Bar Landlady, Ann Ayliffe: Personal Phone: 07733 222201, Bar phone: 01635 40912

Placement Line Manager (Hawk-Eye), Lucas Pratt: Email: [lucas.pratt@hawkeyeinnovations.com](mailto:lucas.pratt@hawkeyeinnovations.com)