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Programming

- C ○
- C++ ○
- Python ○
- Javascript ○
- PHP ○
- SuperCollider ○

Scripting

- HTML ○
- CSS ○
- LaTeX ○

Platforms

- Arch Linux ○
- Mac OS ○
- Windows ○
- Git / GitHub ○

Chess

- Stockfish ○
- UCI ○
- Python-chess ○
- HIARCS ○

Languages

- English (native) ○
- German (B1.2) ○

Joshua Blinkhorn

Postdoctoral Researcher in Artificial Intelligence

Profile I am a self-motivated, hard-working and passionate individual. Since 2015 I have conducted research in *proof complexity*, at the intersection of logic, artificial intelligence and computational complexity. I specialise in *quantified Boolean formulas*, which express winning strategies in two-player games like chess and Go. In the past, I have worked as a musician and sound recordist. I love to read and to create. I've been a lifelong chess fan, and I'm thrilled to see how the online game is thriving.

Chess Training Software

This summer, in a drive to improve my chess, I began developing a suite of command-line chess training tools in Python. The first installment is an opening trainer based on *spaced repetition* and *active recall*, efficient memorisation techniques pioneered by the flashcard system Anki. The next installment, an endgame trainer, is a much bigger challenge. A given endgame technique may be executable in various ways – how can we automate the teaching of chess *ideas*, rather than memorising lines?

Academic Record

Since December 2019 – University of Jena, Germany

I currently hold a research position in the Computer Science Institute.

September 2015 - December 2019 – University of Leeds, UK

I obtained a PhD. in proof complexity from the School of Computing.

September 2008 - June 2015 – Open University, UK

I obtained a first-class BA in Mathematics, with average marks of 98% (coursework) and 96% (examinations).

Teaching

Summer 2020 - Cryptology

I directed students in the implementation of cryptosystems and cryptanalysis in C++ and Python.

Summer 2019 - SAT Solving

I oversaw students' development of satisfiability solving tools in a language of their choice, predominantly C++, Python and Java.

Autumn 2015 & 2017 - Procedural Programming

I worked as lab session demonstrator and coursework marker in this introductory course on the C language.

Publications

I have co-authored nine conference publications at six computer science venues, including the *International Joint Conference on Artificial Intelligence* and *Logic in Computer Science*, both of which have the top CORE ranking 'A*'. In 2017, my article won the [best paper award](#) at the *International Conference on Theory and Applications of Satisfiability Solving*, which has CORE ranking 'A'. I have also co-authored four journal publications. For more details, see my DBLP list or my academic CV.