Luke**Storry**

Luke@LukeStorry.co.uk | ((Phone Number))

Bristol Computer Science MEng Student with a love of the outdoors.

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github.com/**lukestorry**
LinkedIn.com/in/**lukestorry**

Other Work

UoB Chief Senior Resident
Supervising a team of Senior Residents as part of the University's ResiLife pastoral welfare system. Developing and maintaining communities within halls, running events, and providing vital support for students in need.

SWA Head Of Media
Managing a team of eight event photographers, videographers and writers, whilst coordinating with the logistics and marketing teams, to advertise and promote the Student Windsurfing Association.

CS Outreach Coordinator
Worked with University staff to enhance the department's outreach program, both on open days and visits to local schools. Designed & ran workshops for a variety of ages, with the aim of inspiring the next generation of engineers and software developers.

Chief Windsurfing Instructor
Led and managed a team of 20 instructors providing tuition to over 300 students at both the 2017 and 2018 SWA Aussie Kiss Festivals.

Hobbies

Climbing
Boulder indoors multiple times a week, and starting to move towards outdoor trad-climbing.

Windsurfing
Won first place in the intermediate fleet at BUCS Nationals 2017, alongside multiple years of experience as an instructor and coach.

Hiking
Love of mountains and coastal walks, member of UoB expeditions society, and have completed multiple week-long solo hikes along the SW Coast path.

Kayaking
Regularly surf-kayak, gained 2nd place in Canoe Freestyle at the UK's National Student Rodeo event 2017.

Education

University of Bristol   2014–2019
MEng Computer Science (Expecting **2.1**)

Exeter College   2011–2014
International Baccalaureate **38**
 - HL: English, Physics, Chemistry, SL: Maths, German, Psychology
A-Level Mathematics **A***, AS Further Mathematics **A**, AS Computing **A**

Previous Development Work

Swanbarton - Software Engineer   `Python|PyUnit|Jira|Docker|Archi`
Successfully delivered, and helped design architectures for, a variety of energy management and trading products, as a member of the research & development team at an energy-storage consultancy.
Given a mixture of legacy code and new designs, my modular, full-stack and test-driven Python code solved problems ranging from cloud-based optimization through to low-level control of industrial batteries.
I also helped transition the software team over to an agile "scrum-ban" approach, by implementing a Jira-based workflow that greatly increased productivity whilst requiring less oversight from management.

University Programming experience

Games Project   `Unity|C#|Scrum Agile|git-flow`
Worked in a team of 6 to develop a complex networked multiplayer game. Designed an efficient algorithm for the procedural-generation of the layout of a city and surrounding map, and built various other aspects of the game.

Simple_Read   `Javascript|JSON|HTML|CSS|Chrome APIs`
Winning entry to the CS Society's Accessibility Hackathon.
Chrome extension that analyses the reading age of web articles, then simplifies the text to a reading age that is on average 22% lower.

Web Technologies   `Pug|Node.js|Express|SQL|XHTML|CSS|Heroku`
Developed a simple web store, with a range of windsurfing products dynamically loaded from a database, a user accounts system, a cart stored in cookies, a search feature, and a design-your-own-sail app.

Systems Security   `Vagrant|C|GDB|SQL|Bash|Assembly|Netwox`
Executed and developed defences against a range of security vulnerabilities.

Machine Learning   `Python|NumPy|SciPy|Matplotlib`
Used statistical analysis, modelling and inference for the classification and de-noising of complex datasets, and wrote two scientific reports on the use of those techniques.

High Performance Computing   `C|OpenMP|BASH`
Designed, implemented and analyzed high performance parallel versions of matrix-operation algorithms on the Blue Crystal supercomputer cluster. Serial speedups of 26x, and 150x on 16 parallel cores.

Software Product Engineering   `Firebase|Node.js|HTML5|Android`
Five-member team prototyped new media storage and retrieval systems for atBristol's exhibits, whilst streamlining booking and entry to the museum.

Human-Computer Interaction   `Python|Tkinter|SPSS|LaTeX`
Planned, built, and conducted a psychological experiment, comparing the input speeds of touchscreen vs mouse.

Image Processing and Computer Vision   `Python|OpenCV|LaTeX`
Applied a variety of Computer Vision algorithms and methods to detect dartboards in noisy images, with an F1-score of 125x the stock VJ method.