

LukeStorry

Luke@LukeStorry.co.uk | 07805 925658
Bristol Computer Science Student with a love of the outdoors,

1.4 University Hall
University Close
Bristol
BS91AR

Github.com/[lukestory](#)

Work Experience

UoB Senior Resident

Part of the university's pastoral and welfare teams, developing and maintaining communal life, running a variety of events throughout the year, as well as providing support for students in need.

SWA Social Media Strategist

Coordinating with the logistics and marketing teams to advertise and promote Student Windsurfing events around the country, across a variety of platforms.

CS Outreach Coordinator

Worked with University staff to enhance the department's outreach program, on open days and visits to local schools.

Designed & lead workshops for a variety of ages, with the aim of encouraging students' excitement about CS & engineering.

Chief Windsurfing Instructor

Lead and managed a team of 15 instructors providing tuition to over 100 beginners at the SWA Aussie Kiss Festival 2017.

Windsurfing Instructor

Summer seasons, June-September

2015 - MW San Lucianu, Corsica

2016 - MW Lemnos Hotel, Greece

2017 - Windsurf Vassiliki, Greece

Worked as part of close-knit beach teams at watersports centers
Variety of roles: teaching adults and children, boat-carrying, equipment repair, and safety-boat driving.

Hobbies

Kayaking

Regularly surf-kayak, gained 2nd place in Canoe Freestyle at the UK's National Student Rodeo event 2017, & have completed BCU 4* Whitewater Leader training.

Hiking

Love of mountains and coastal walks, have completed multiple week-long hikes along the South West Coast path.

Education

University of Bristol

MEng Computer Science

2014-2019

Exeter College

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

2011-2014

Coursework

Games Project

Worked in a team of 6 to create a complex, networked multiplayer game.

Unity | C# | git | Agile

Machine Learning

Used statistical analysis, modelling and inference for the classification and de-noising of complex datasets.

Python | NumPy | SciPy | Matplotlib

Image Processing and Computer Vision

Implemented a variety of Computer Vision algorithms and methods to detect dartboards in noisy images.

Python | OpenCV

High Performance Computing

Designed, implemented and analysed high performance parallel versions of matrix algorithms on the university's Blue Crystal supercomputer cluster.

C | OpenMP | BASH

Artificial Intelligence with Logic Programming

Used the declarative Programming, knowledge representation and automated inference features of Prolog to implement a variety of AI and natural-language-processing algorithms in a simple computer game

Prolog

Concurrent Computing

Implemented an efficient Game Of Life program on an XMO5 board.

Python | PyUnit | C | XC | CSP

Computational Neuroscience

Simulated models of neurons, networks, and cortical areas.

Python | Julia

Software Product Engineering

Four-member team prototyped a new storage and retrieval system for atBristol's exhibits, whilst streamlining booking and entry to the museum.

Firebase | Node.js | HTML5 | Android

Human-Computer Interaction

Designed, built and ran a psychological experiment comparing input speeds of touchscreen vs mouse.

Python | Tkinter | SPSS | Latex

Language Engineering

Built tools to parse, verify and compile a simple custom language.

Haskell

Programming & Algorithms

Wrote a variety of programs to explore different coding paradigms, culminating in a full-tested board game simulation with integrated AI and networking.

Java | Ant | AWT | Javascript

Other Projects

Simple Read

Winning entry to CSS Accessibility Hackathon - Chrome extension that analyses and simplifies web articles to simpler English.

Javascript | JSON | HTML | CSS | Chrome APIs

Julia Sets

Extended Essay exploring the visualisation of Julia Set fractals on the complex plane.

C | Python

FlappyBird on Scratch

Designed workshop for use in schools, teaching KS2 children how to code by developing their own customized version of the then-viral FlappyBird game.

Scratch | LaTeX

Code-a-Clock

Online worksheet for use in demo lab sessions at University Open Days.

Java | Processing | GitHub Pages | Jekyll