

LukeStorry

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Bristol Computer Science Student with a love of the outdoors.

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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

Coordinated with the logistics and marketing teams to advertise and promote Student Windsurfing events around the country, across a variety of platforms, doubling reach on average every two months.

CS Outreach Coordinator

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

Designed & run 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

2014-2019

MEng Computer Science (currently at 2.1 grade)

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**

Coursework

Games Project

Unity | C# | git | Agile

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

Machine Learning

Python | NumPy | SciPy | Matplotlib

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

Image Processing and Computer Vision

Python | OpenCV

Implemented a variety of Computer Vision algorithms and methods to detect dartboards in noisy images, with an F1-score of 125x the stock VJ method.

High Performance Computing

C | OpenMP | BASH

Designed, implemented and analyzed high performance parallel versions of matrix operations on the Blue Crystal supercomputer cluster.
Serial speedups of 26x, and 150x on 16 parallel cores

Artificial Intelligence with Logic Programming

Prolog

Used the automated inference features of Prolog to implement a variety of AI and natural-language-processing algorithms

Concurrent Computing

Python | PyUnit | C | XC | CSP

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

Computational Neuroscience

Python | Julia

Simulated models of neurons, networks, and cortical areas.

Software Product Engineering

Firebase | Node.js | HTML5 | Android

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

Human-Computer Interaction

Python | Tkinter | SPSS | Latex

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

Language Engineering

Haskell

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

Programming & Algorithms

Java | Ant | AWT | Javascript

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

Other Projects

Simple Read

Javascript | JSON | HTML | CSS | Chrome APIs

Winning entry to CSS Accessibility Hackathon - Chrome extension to analyze the reading age of web articles, then reduces to an age 22% lower on average.

Julia Sets

C | Python

Visualization of Julia Set fractals on the complex plane.

FlappyBird on Scratch

Scratch | LaTeX

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

Code-a-Clock

Java | Processing | GitHub Pages | Jekyll

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