

# Zac Garby

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## Education

2019-2023 **University of Nottingham**

MSci Computer Science

First Class with Honours (87% average)

2015-2019 **The Thomas Hardy School, Dorchester**

A-Levels

Mathematics, Further Mathematics, Computer Science, and Physics: *A\*AAA*

## Experience & Volunteering

2022-2023 *HackSoc Nottingham*, President

- I was responsible for the society, including the community itself and its reputation, but also organisation and planning. I gave many talks and workshops, and retained my Graphics Officer duties.

2021-2023 *HackSoc Nottingham*, Lead organiser, HackNotts

- I was responsible for the general planning and logistics of the event, as well as communicating with various companies to arrange funding and grants.
- HackNotts 23 was the largest HackNotts ever, with 204 attendees in total.

2021-2022 *HackSoc Nottingham*, Development Secretary and Graphics Officer.

- I gave a number of workshops and talks on tech-related topics each month.
- I maintained the society's website, graphics, and infrastructure.

2020-2021 *University of Nottingham*, A Computer Science mentor.

- I was assigned to a small group of first-year students to help them settle in to University.
- I ran a number of sessions with my group to help them with their first-year modules.

2018 *National Citizen Service*, Participant.

- As part of a team, raised money and restored a youth centre in Dorchester.

2017-2019 *Thomas Hardy School*, Ran the Programming & Robotics club.

- Taught a group of Year 9 and GCSE students about programming, mainly through the context of robotics.

2017-2019 *Thomas Hardy School*, Volunteered at a number of STEM days.

- Ran half-day sessions teaching middle school students about programming and simple robotics using LEGO Mindstorm.

## Skills & Interests

- Extensive experience in Haskell (>6 years), Python (>10 years), C, Go, JavaScript, Agda, and  $\text{\LaTeX}$ . Also Rust, Java, various LISPs, and numerous domains specific languages.
- Strong interest in many areas related to programming language theory, including type theory, compiler design/implementation, and interactivity in programming languages.

- Varied experience with many areas of programming and computer science, including multimedia (image processing, audio processing/synthesis, game development), systems programming, scientific computing, full-stack web development, networking, and the design and implementation of programming language compilers.
- Strong interest in hackathons, both as an attendee and as an organiser.
- Interested in mathematics, especially where it overlaps with Computer Science.
- I enjoy playing, listening to, and creating music; I play the guitar and the piano, but I am really interested in early music and am currently building a lute. I also enjoy reading, climbing, bouldering, and I am a member of—and a Training Officer at—the University of Nottingham’s Medieval Combat Society.
- I have an Emergency First Aid at Work qualification.

## Awards, Achievements, & Honours

- 2023 *Computer Science, University of Nottingham*, Outstanding Community Contribution Prize, for my work organising HackNotts ’21 and ’23.
- 2023 *Computer Science, University of Nottingham*, Best Overall Performance Prize, for achieving the highest overall (over the full four years) grade percentage in my cohort.
- 2023 *Computer Science, University of Nottingham*, Best Year 4 Research Project Prize, for my work on the *Fantasia* program synthesis engine.
- 2023 *Computer Science, University of Nottingham*, High Achiever’s Award, for being within the top 5% in my year in terms of grades.
- 2023 *SussexHack 23*, Second place prize for my project, “Knuckles”, a biomechanical robot hand using shape-memory alloys.
- 2022 *OxfordHack 22*, Won the “*What the Hack?!?*” prize for my project, “MusicBoard”, a novel pen-and-paper musical instrument.
- 2022 *Computer Science, University of Nottingham*, Best Individual Year 3 Dissertation prize for my work on the *Fugue* programming language.
- 2022 *Computer Science, University of Nottingham*, High Achiever’s Award, for being within the top 5% in my year in terms of grades.
- 2021 *AstonHack 2021*, First place for my project, “Network over Rube Goldberg Machine”, an experiment in physical data transmission.
- 2021 *Computer Science, University of Nottingham*, High Achiever’s Award, for being within the top 5% in my year in terms of grades.
- 2020 *HackNotts 2020*, Sponsored prize for my project, “The Haskelltron 2000”, a Haskell interpreter embedded in a standard receipt printer.
- 2020 *Computer Science, University of Nottingham*, High Achiever’s Award, for being within the top 5% in my year in terms of grades.
- 2019 *Computer Science, University of Nottingham*, Silver Scholarship (a 25% tuition fee rebate each of my four years at University).

- 2019 *Thomas Hardy School*, Selected by my school to create an interactive exhibit for the local community's "50th Anniversary of the Moon Landing" event.
- 2019 *Thomas Hardy School*, Received my school's first ever Computer Science subject award.
- 2018 *United Kingdom Mathematics Trust*, Silver award in the Senior Mathematical Challenge.
- 2015 *Bournemouth University*, Second place out of hundreds of entries in a programming competition.

## References

Available upon request.