Alexander Murphy

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EDUCATION

University of Edinburgh Edinburgh, UK
BSc Computer Science *Sep. 2020 – Present*

European School Luxembourg 1 Luxembourg, Luxembourg
European Baccalaureate (95/100) *2008 – 2020*

EXPERIENCE

AI Infrastructure Team Member October 2020 – Present
Edinburgh University Formula Student *Edinburgh, UK*
- On the Formula Student AI Team which creates an autonomous racing car.
- Currently working on the front-end of a telemetry server.
- Get to work on a large codebase with people from various teams.
- Technologies used: React, JavaScript, SCSS, Ros2, Git and Linux.

PROJECTS

Search Visualising Website | *React, JavaScript, SCSS, Git* Summer 2020
- Developed a website using React that visualises different search algorithms.
- Visualises a variety of search algorithms including BFS, DFS and A*. Implemented custom board size, algorithm speed, obstacles and start and end points.
- Set up hosting with GitHub pages.
- See it on https://awesomealex1.github.io/Search/

My Personal Website | *Gatsby, React, JavaScript, SCSS, Git, Ubuntu, DigitalOcean* Summer 2020
- Developed a website to show my projects and make it easier to contact me.
- Used Gatsby to deliver a fast user experience.
- Learned how to host a website on a server. Used a Ubuntu Instance on DigitalOcean.
- See it on https://alexmurphy.me/

Android Apps | *Java, Android Studio* 2019
- Developed a range of android apps (Running Tracker, To-Do List, Music Game) with one of them getting over 10'000 downloads.
- Learned how to use Android Studio and Java.
- Improved the Play Store presence of apps in order to maximize audience reach.
- Implemented advertising and monetized some of my apps.

Machine Learning and Data Science Projects | *Python, TensorFlow, scikit-learn, R* 2018-Present
- Used Python and TensorFlow to make convolutional neural networks.
- Used scikit-learn to train SVMs, Random Forest, k-nearest neighbours and other algorithms.
- Used R and with tidyverse to analyse data and create graphs.

Unity3D Games | *C#, Unity3D, Blender* 2016-2018
- Created numerous games for Windows and Android ranging from multiplayer first person shooters to mobile platformers.
- Learned how to use C# with Unity3D and also got experience with Android.
- Improved my skills in 2D design and 3D modeling.
- First time working on quite large projects with some of them taking multiple months and thus learning about the importance of maintainable code.

TECHNICAL SKILLS

Languages: Python, JavaScript, Haskell, Java, C#, C++, R
Frameworks: React, Unity3D, Ros2
Developer Tools: Git, VS Code, Visual Studio, Eclipse, Vim, WSL, Linux, RStudio Cloud
Libraries: TensorFlow, scikit-learn, pandas, NumPy, Matplotlib, tidyverse