Alexander Murphy

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Nationalities: British, German, Luxembourgish

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. Won
- Currently working on the front-end of a telemetry server using React.
- Helped with the migration of launch files from Ros to Ros2.
- Get to work on a large codebase with people from various teams.
- Technologies used: React, JavaScript, Ros2, Git and Linux.

PROJECTS

Search Visualising Website | *React, JavaScript, 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.
- See it on https://awesomealex1.github.io/Search/

Personal Website | *Gatsby, React, JavaScript, Git, Ubuntu, DigitalOcean*   Summer 2020
- Developed a website to show my projects and make it easier to contact me.
- Used Gatsby for 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.

Machine Learning and Data Science Projects | *Python, TensorFlow, scikit-learn, R*   2018-Present
- Used Python and TensorFlow for Deep Learning (Neural Networks, CNNs).
- Used scikit-learn to train SVMs, Random Forest, k-nearest neighbours and other algorithms.
- Used R and tidyverse to analyse and visualise data.

Unity3D Games | *C#, Unity3D, Blender*   2016-2018
- Created games for Windows and Android ranging from multiplayer first person shooters to mobile platformers.
- Learned how to use C# with Unity3D on large projects.

TECHNICAL SKILLS

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

SPOKEN LANGUAGES AND INTERESTS

Native level English and German.
Avid runner and member of Hare and Hounds Running Society.