Christopher Jones

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Education

University of Birmingham, MSci Computer Science — First year average: 75%   2024–present
- Modules: Object Oriented Programming, Computer Systems & Professional Practice, AI, Data Structures & Algorithms.

Ysgol Bryn Elian   2017–2024
- A-levels: A*, A*, B, B (Maths, Computer Science, Physics, Welsh Baccalaureate)
- GCSEs: 11 at grades A–A*

Experience

JCB (Heavy Equipment Manufacturer) & EESW — AR Training System   2023–2024
- Designed and developed an interactive AR-based training system using Microsoft HoloLens 2.
- Implemented 3D instructional overlays to guide employees through complex assembly tasks, replacing the old paper SOP.
- Received the EESW Innovation award for the project.
- JCB adopted a modified version of the system in their onboarding process.

The Rock Project — Education & Live Event Operations   2022–2024
- Delivered weekly music workshops and 1-to-1 mentoring to aspiring musicians.
- Coordinated 10+ live events: managing stage setup and audio logistics.
- Provided support to ensure a technically smooth show and quick fixes of issues.

Beachcomber Bar — Hospitality Operations   2024–2025
- Managed service during the peak tourist season in a busy seaside bar.
- Ensured smooth service by coordinating team efforts and employing strong communication.
- Managed restocking and stock rotation processes while ensuring timely opening/closing operations.

Projects

Home Server — Ubuntu Server, Docker, Nginx, Python, GitHub   2025–present
- Designed and configured a lightweight home server on a Beelink mini-PC.
- Deployed multiple services through docker, such as a Discord bot, Nextcloud server, Jellyfin server, portfolio website, and vocabulary learning web app.
- Implemented remote access with dynamic DNS, port forwarding, and HTTPS.

Vocabulary Learning Web App — HTML, CSS, JavaScript, APIs   2025
- Created a mobile-friendly web app aimed at teaching users obscure new words using HTML/CSS/JS.
- Implemented Merriam-Webster dictionary API to pull rare word definitions and use cases.

Text-based Adventure Game — Java, File I/O, OOP   2024
- Developed a modular text-based adventure game which uses .txt files to read item and room data enhancing scalability and accommodating unlimited scenarios.
- Added dialogue and conversation trees with conditional responses based on player progression and choices.

Skills

- Languages   English (native), Welsh (working proficiency)
- Programming   Python, Java, C/C++/C#, SQL, HTML, CSS, JavaScript, Git
- Software   Unity, GitHub, Docker, Nginx, Linux (GUI&CLI), Windows