

# MJ PONSONBY

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## KEY PROJECTS

### Summer of Code

#### Summer Work

May 2018

- Rust tui password manager
- OpenGL Physics Playground in C++
- Cellular Automata Project to simulate ant colonies
- GMTK Entry, came in the top 10%

### New Dawn Games

#### Paid Internship

current

python development for a games company adapting the japanese VN art form for american audiences

## EXTRA CURRICULAR ACTIVITIES

### Treasurer

#### University of Manchester LGBTQ+ Society

2021    Manchester, England

### Part of The UoM Game Dev Team, 1 of 8

#### University of Manchester GameDev Society

2021    Manchester, England

### Member

#### University of Manchester Robotics Society

2021    Manchester, England

## COMPETENCIES

### Languages

C++, Rust, Python, C#, Java, JavaScript

### Libraries

Tensorflow, OpenGL, ncurses

### Utilites

Markdown, Git, Makefiles

## NOTABLE PAST PROJECTS

### ani-cli

a program by pystardust, an opensource project i contributed too

### Tetris AI

a program by me that plays a game of Tetris in order to create a image out of the peices

### M-Junior

a tensorflow+python chatbot using a RNN to replicate my speach patterns as a discord bot

## MY LIFE PHILOSOPHY

“Think big, Work Smart.”

## NOTABLE ACHIVEMENTS

**Computer Science Award**  
For my Achivements in both my A-Levels and Helping fixing my schools Cyber Security

**UoM Game Jam Top 3**  
Placed 2nd in the 2021 University of Manchester game jam

## STRENGTHS

- Innovative
- Eye for Errors
- Thirst for Knowledge
- Love for Backend

- Fast Learner
- Proficent in many languages
- Full Stack Developer

## LANGUAGES

C++	●●●●●●●●●●
Python	●●●●●●●●●●
Java	●●●●●●●●●●
C# - Unity	●●●●●●●●●●
Rust	●●●●●●●●●●

## EDUCATION

B.Sc Computer Science  
University of Manchester  
2021-Current

A\*A\*A\*  
The King's School Grantham  
2019 - 2021