

SKILLS

- Programming experience in C++, C, Python, Java.
- Experience with Unreal Engine 5 programming and asset creation.
- Drawing, digital art and graphic design.
- Composing digital and orchestral music, piano improvisation.
- Academic and formal writing.
- Working and organising in a group, remotely and in person.
- Communicating ideas and explaining complex concepts.
- Learning new skills and subjects quickly.
- Attention to detail in design, writing, science, and art.
- Web development/design.

EXPERIENCE

Labelbox | San Francisco, US (Remote from UK)

(2025)

During this year I worked as a contractor for Labelbox, Inc. producing strictly STEM problem-solution pairs in the field of mathematics and logic from a university level. I created and reviewed maths problems and solutions relating to combinatorics, combinatorial game theory, euclidean vectors, geometry, decision maths and algebra for the purpose of training mathematical reasoning in LLMs. During this time I developed an efficient workflow and demonstrated my ability to research, familiarise myself with and apply a range of niche topics in mathematics in a limited time period.

North Leamington School | Warwickshire, UK

(2021)

I was employed as a teaching assistant at North Leamington secondary school for a whole school year beginning in 2021, where I taught computer science, science, maths, art and music, and looked after children with special educational needs and disabilities. This gave me workplace, team working and pedagogical experience.

Pixel Toys | Warwickshire, UK

(2017)

While at sixth form, I undertook a week of work experience at Pixel Toys, a local independent mobile and VR game studio. I was tasked with producing graphic designs for an upcoming game, creating 3-D game environments for a recently released game using their in-house tools, testing and reporting on VR games for debugging, and analysing and documenting competing products for ideas. This gave me experience of working with others in a workplace environment and using professional software tools.