Emil Sebastian Jino
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Education

- **University Of Bristol** — Bristol, UK
  MEng Computer Science — *Sept. 2020 – June. 2024*
- **Bishop Vaughan Sixth Form** — Swansea, UK
  A levels - Maths(A), Biology(A*) and Physics(A)* — *Sept. 2018 – June. 2020*
- **Bishop Vaughan Secondary school** — Swansea, UK
  GCSE's - 4 A's, 3 A's and 2 B's. A* in Maths and A in English* — *March. 2017 – June. 2018*

Experience

- **JP Morgan Intern** — London, UK
  Markets Analyst — *July. 2019 - August. 2019*
  - **Presentation**: Secured one of 80 places at a 2 week internship in the Markets division. Completed project with a partner to present services to clients. Gained planning, analysis, and teamwork skills through this.
- **Post Office** — Swansea, UK
  Counter clerk — *Jun. 2018 - present*
  - **Customer Service**: Experience in dealing with customers in a fast paced environment, allowing to build discipline and communication skills and the ability to work under pressure.
- **University of Bristol** — Bristol, UK
  Software Development Team Member — *Sept. 2021 - April. 2022*
  - **Project**: University requested our team to further develop a system that would allow video connection between two screens that would be placed inside Gromit sculptures across the city.
  - **Spring**: We used a local web server based on the Java Spring framework. This server handled real-time signalling for the WebRTC clients as well as authentication for these channels. It uses a small embedded database to record admin authentication information.
  - **Javascript**: Used JS for frontend to customise display to fit shape of window on sculpture.
  - **GitHub**: Used GitHub to maintain version control, track progress using a kanban board and post and fix issues.

Projects

- **Object Oriented Programming Coursework**: Modelled Conway's Game of Life, used GOLang's goroutines to design a multiple threaded implementation of the game. Implemented a distributed systems solution of the game using AWS.
- **Computer Systems Coursework**: Modelled the Scotland Yard board game, designed an AI using a minimax game tree and Dijkstra's algorithm to evaluate leaf nodes. Improved run-time by implementing alpha-beta pruning and custom heuristics. I also used design patterns such as visitor, iterator and observer.
- **Machine Learning Coursework**: Analysed the Fashion MNIST dataset and applied machine learning techniques such as ANN, GMM, PCA, CART Decision Trees in addition to several others.
- **Computer Graphics Coursework**: Created a 3D rendered image using C++, built from the ground up without any existing frameworks except from GLM and SDL2.
- **Games Project**: Creating a VR game using Unity, using Azure Kinects to perform live body tracking and map physical space into the virtual world. VR user can interact with people in the physical space and vice versa using an android phone with AR.

Programming Skills

- **Languages**: Java, C#, C, C++, Python, GO, Javascript, SQL, HTML
- **Technologies**: AWS, MSWord, Excel
- **Frameworks**: Spring

Interests and Hobbies

- Avid gym goer and football player.
- I am also interested in researching the latest developments in technology.