Emil Sebastian Jino

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Education

- **University Of Bristol** — Bristol, UK
  MEng Computer Science — *Sept. 2020 – July. 2024*
  Predicted First Class Honours
- **Bishop Vaughan Sixth Form** — Swansea, UK
  A levels - Maths(A), Biology(A*) and Physics(A)* — *Sept. 2018 – June. 2020*

Experience

- **University of Bristol** — Bristol, UK
  Graduate Teacher(Level 2) — *Sept. 2023 - May. 2024*
  - **Software Project TA**: Software Engineering Project TA for second-year students. Providing teaching for a small group to support the main teaching content.
- **University of Bristol** — Bristol, UK
  Software Development Team Member — *Sept. 2021 - April. 2022*
  - **Project**: University requested our team to develop further 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 the front end to customise the display to fit the shape of the window on the sculpture.
  - **GitHub**: Used GitHub to maintain version control, track progress using a Kanban board and post and fix issues.
- **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. I 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.

Programming Skills

- **Languages**: Python, Java, C#, C, C++, GOLang, JavaScript, CSS
- **Technologies**: AWS, Git, Word, Excel, PowerPoint
- **Frameworks**: React.js

Projects

- **Games Project**: Developed 'Marco Predatoro,' a mixed-reality game, in 12 weeks at the University of Bristol. Used Unity, 2 Kinect cameras, and AR-enabled Android phones to map real-life players into a virtual alien world. Supports 1 VR Alien player and multiple human players. Provided detailed documentation for setup and implementation.
- **NFL Data Science Project**: This project explores the offensive performance of NFL teams during the 2018-2023 seasons. Machine learning and statistical models are applied to the four main play types (running, passing, punting and field goals), aiming to identify the factors that contribute to the success of a play. These models may potentially be used by coaches to predict the success of certain plays.
- **Computer Graphics Coursework**: Created a 3D rendered image using C++, built from the ground up without existing frameworks except GLM and SDL2.
- **Machine Learning Coursework**: Analysed the Fashion MNIST dataset and applied machine learning techniques such as ANN, GMM, PCA, CART Decision Trees, and several others.

- **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, which allowed a 2.94x decrease in runtime compared to a serial implementation.
- **Computer Systems Coursework**: Modelled the Scotland Yard board game, and 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.