

CHARLIE HEWITT

Curriculum Vitae

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PROFILE

I'm a 22 year old student currently reading for a masters in computer science at the University of Cambridge. I'm hoping to secure an internship or apprenticeship in the software research & development field starting summer 2018; I'd like to pursue a career in the design and implementation of software systems after finishing my studies. I'm particularly interested in graphics, vision and interaction. A portfolio of my recent work is available at chewitt.me.

SKILLS

- Programming in Python, C#, C/C++, Java, Objective-C, Swift and SML/OCaml.
- Machine learning using tools such as SciKit, Keras and TensorFlow.
- Deploying software to a number of platforms including Windows, iOS and Android devices.
- Using HTML/CSS, PHP and javascript in the production of websites, including use of frameworks such as React, Angular, Bootstrap and Foundation.
- Source code management using Git.
- OpenGL shader programming in GLSL.
- Database management using SQL.
- Graphical design experience including UI, UX and icon design using Adobe Photoshop.
- Proficient user of Mac OS, Linux and Windows operating systems.
- Extensive experience with Microsoft Excel, as well as word processing including use of \LaTeX .

EXPERIENCE

WEBMASTER/TICKETING OFFICER - TRINITY HALL JUNE EVENT - 2018

Design and development of event website and management of ticketing prior to and on the night of the event.

INTERN - CYDAR - SUMMER 2017

Two month internship working as part of the team at Cydar in Cambridge, helping to develop imaging technologies for surgeons to use in the OR.

INTERN - JAGEX GAME STUDIOS - SUMMER 2016

Three month internship as part of a small team, focussed on projects involving the prototyping and development of potential future business opportunities for Jagex.

WEBMASTER - TRINITY HALL BOAT CLUB - 2014-2017

Maintaining and updating the club website (trinityhallbc.co.uk), including complete website redesign, mobile compatibility update and implementation of online captaincy election system.

TREASURER - TRINITY HALL JUNE EVENT - 2016

Management of £150,000 budget and assistance in production of event hosting 2000 guests celebrating the end of the academic year.

RESEARCH

EMOSIC: IMAGE DRIVEN AFFECTIVE COMPUTING ON MOBILE DEVICES - 2018

Investigation into application of deep learning approaches to affective computing on mobile devices. Including a comparative evaluation of three resource efficient CNN architectures trained on a large in-the-wild dataset for emotion classification and valence/arousal prediction. An iOS app making use of the trained models is also assessed via a user study to demonstrate the

increasing feasibility of emotionally intelligent user interfaces.

PROCEDURAL GENERATION OF TREE MODELS FOR USE IN COMPUTER GRAPHICS – 2017

Project and associated dissertation produced for part II of the Cambridge BA course evaluating the effectiveness of Lindenmeyer-Systems and a fully parametric approach in producing realistic 3D models of trees for CGI. Implemented two systems in python for use with Blender, as well as an investigation of automatic design using genetic algorithms.

EDUCATION

TRINITY HALL, UNIVERSITY OF CAMBRIDGE – 2014–PRESENT

Studying for an MEng in computer science

BA (first class) in computer science

JOHN HAMPDEN GRAMMAR SCHOOL – 2007–14

A Level

- A* in Mathematics, Further Mathematics and Chemistry
- A in Physics

AS Level

- A in Mathematics, Further Mathematics, Chemistry, Physics and Geography

Cambridge iGCSE

- A* in Mathematics

GCSE

- A* in Mathematics, Physics, Chemistry, Biology, Music, Industrial Technology, Geography, English Literature, French, Religious Studies (half course) and ICT (half course)
- B in English Language

ACHIEVEMENTS / INTERESTS

- Participant at Hack Cambridge Recurse 2017, successfully producing an IoT mail sensor.
- Second place at Jane Street's eth0 hackathon 2015 and again at eth1 2016.
- Lower Boats Captain and coach for Trinity Hall Boat Club.
- Rowed and sculled as part of the first men's squad at Trinity Hall Boat Club.
- Design, development and production of 'Flippers Ain't Wings' iOS App.
- Created numerous mobile substrate tweaks with an installation base of over 100,000 iOS devices.
- Winner of 'Most Promising Developer of 2015' and runner up 'Best Novelty Tweak of 2015' at the Jailbreak Awards 2015.
- JHGS Orchestra (2010–11), Jazz Band (2011–14) and Senior Jazz Band (2012–14).

REFERENCES

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