

# Herbie Bradley

## CONTACT & SOCIAL MEDIA

---

✉ [mail@herbiebradley.com](mailto:mail@herbiebradley.com)  
🐦 [@herbiebradley](https://twitter.com/herbiebradley)

🔗 [herbiebradley.com](https://herbiebradley.com)  
🐙 [github.com/herbiebradley](https://github.com/herbiebradley)

## EDUCATION

---

2016 - **Computer Science and Mathematics BSc** **Keele University**  
PRESENT First Class | Final Grade: **79%** | Dissertation Grade: **76%**  
**Highlights:** Natural Computation: 90% | Android Development: 90%  
Probability: 100% | Differential Equations: 92% | Abstract Algebra: 87%  
**Dissertation:** "An Exploration of Style Transfer with Deep Learning"  
**Supervisor:** Professor Peter Andras

## PROJECTS

---

FAST NEURAL STYLE 2019	<b>Python</b> PyTorch implementation of the Fast Neural Style deep learning model ( <a href="#">Johnson et al., 2016</a> ). <ul style="list-style-type: none"><li>• Capable of transforming any image into the style of a second image, often a painting or sketch.</li><li>• Part of final undergraduate project.</li></ul>
CYCLEGAN 2018	<b>Python</b> Tensorflow implementation of the CycleGAN deep learning model for style transfer ( <a href="#">Zhu et al., 2017</a> ). <ul style="list-style-type: none"><li>• Capable of general image-to-image translation. For example: Photo⇌Monet, Summer⇌Winter, Horse⇌Zebra.</li><li>• Uses Tensorflow's Eager Execution model and Keras API.</li><li>• Part of final undergraduate project.</li></ul>
PERSONAL BLOG 2018	<b>HTML, CSS, Jekyll</b> A personal site and blog made with the Jekyll static site generator. <ul style="list-style-type: none"><li>• Uses custom CSS and HTML for a responsive theme.</li><li>• Includes Disqus comments, Google analytics, and SEO optimisation.</li></ul>
KEELE ACORN-MAN 2018	<b>Java</b> A Pac-Man inspired game with Keele University themed art. <ul style="list-style-type: none"><li>• Features scores, power-ups, and path-finding AI to chase player.</li><li>• Group project for Software Lifecycles &amp; Development module.</li></ul>
FARM LOGGER 2017	<b>Java - Android Studio</b> An Android app for management of a farm. <ul style="list-style-type: none"><li>• Utilises an SQLite database to allow users to add, edit and delete records.</li><li>• Includes functionality to export the database to a CSV file.</li><li>• Project for Android Development module.</li></ul>

## SKILLS

---

KNOWLEDGE OF: Python, Java, Machine Learning (Tensorflow, PyTorch, Keras),  
Unix/Linux, Git, Android Studio,  $\LaTeX$   
EXPOSED TO: C++, SQL, HTML, CSS, JavaScript, Ruby, MATLAB, Mathematica, Lua

## PRESENTATIONS

---

APRIL 2019 *Style Transfer with Deep Learning* - Keele Machine Learning Reading Group  
MARCH 2019 *The NEAT & HyperNEAT Algorithms* - Class Seminar

## AWARDS

---

MARCH 2019 Keele University Social Squad Competition - Blog Post

## OTHER

---

NOVEMBER 2018 Coursera Deep Learning Specialisation - 100%  
MARCH 2014 ATCL Diploma in Piano Performance (Distinction)

British national and UK resident.