

JACK BURNETT

PROFILE

I am a PhD student in the Interactive AI CDT at the University of Bristol, with prior lecturing experience in FE and HE provisions. Within my research, I am currently exploring how human-in-the-loop AI systems can be utilised in educational settings. My research builds upon the skills I developed throughout my MSc, BSc, and PGCE teachings. As a BSc Computer Science Graduate, I have studied the fundamental theories of Computer Programming, Computer Architecture, Artificial Intelligence, and Mathematics; these have been furthered through my PhD studies.

EDUCATION

INTERACTIVE AI PHD | UNIVERSITY OF BRISOL | SEPTEMBER 2023 – AUGUST 2027

Working Research Title: The Risks and Opportunities of using Interactive AI to Support the Development of Prosocial Behaviours

Taught Modules: Machine Learning Paradigms, Dialogue and Narrative, Uncertainty Modelling for Intelligent Systems, Computational Logic for AI, Research Methods for Interactive AI.

INFORMATION TECHNOLOGY MSC | UWE BRISOL | SEPTEMBER 2021 – AUGUST 2023

Graduated with Distinction

Key Modules: Project Management, Digital Design and Development, Designing the User Experience, Machine Learning, Strategy and Governance in IT, and Information Security.

Dissertation Topic: 'The Opportunities and Risks of AI in Mental Health Diagnosis'

PGCE SECONDARY COMPUTER SCIENCE | UWE BRISOL | SEPTEMBER 2020 – JULY 2021

Graduated with Pass and QTS

Key Modules: Pedagogical approaches, Educational policy, and evidence-based practice.

COMPUTER SCIENCE BSC (HONS) | UNIVERSITY OF BATH | OCTOBER 2017 – JULY 2020

Graduated with Honorary Second-Class Upper Division (2:1)

Key Modules: Principles of programming, Computer systems architecture, Discrete mathematics, Human-computer interaction, Fundamentals of visual computing, Functional programming, Artificial intelligence, Entrepreneurship, Intelligent Agents, Networking, and Safety-Critical Systems.

Dissertation Topic: 'Developing an Open-Source Research application to monitor and analyse phone usage and its effects on users, alongside potential personal informatics tools'

SKILLS & ABILITIES

Excellent Organizational Skills, Timekeeping, Logical Thinking, Teamwork, Independent Learning, Resilience and Resourcefulness. Programming: C, C#, Java, Python, MATLAB, SQL, Haskell and PHP.

EXPERIENCE

LECTURER | WESTON COLLEGE, WESTON-SUPER-MARE | AUGUST 2021-PRESENT

Role responsibilities: Lecturing on Data Analysis (Level 4) and Data Analytics (Level 6) on BSc Digital and Technological Solutions, lecturing on Digital T-Levels and Level 3 BTEC Applied Computing with a focus on Data and Programming. Development of a Digital UX degree apprenticeship.

STUDENT TEACHER | CALDICOT SCHOOL, CALDICOT, WALES | APRIL 2021-JUNE 2021

Role responsibilities: Teaching Years 7, 8, 9, 10, and 12 Computer Science and IT; Teaching Year 12 Business. Using formative assessment and summative assessment for end-of-year grading.

STUDENT TEACHER | KINGSMEAD SCHOOL, TAUNTON | NOVEMBER 2020-APRIL 2021

Role responsibilities: Preparing and teaching remote and in-class learning for Years 7, 8, 9, and 10. Extra-curricular 'Wii Wednesdays' during lunchtimes. Assisting with a set tutor group.

PROJECTS

FAN OF THE RAILS | UNIVERSITY OF BATH (YEAR 3)

For this project, my team created a web-based application that acted as a journal for train spotters. It was developed in docker, using prototypes developed through public feedback. It was wireframed in Adobe XD. This project includes a business plan and financial projections.

QUALIFICATIONS AND LICENSES

Enhanced DBS check (with update service)
Full driving license

Awarded by: DBS/Gov.uk
Awarded by: DVLA

HOBBIES & INTERESTS

Programming & Software engineering, Video Gaming, Contemporary Technology, Researching, Puzzle games, Managing Online Communities, AI research, Arduino, Card Games, Animals.

PROFESSIONAL BODY MEMBERSHIPS

British Computer Society - Professional membership

REFERENCES

Previous Academic References available on request