

Work Experience

Feb 2013 – present

Essence Digital, New York
Developer

Primarily my role is developing a large, complex application to support the agency's campaign planning and management. This is being built using the latest web technologies and development practices. As a secondary role I support another complex media visualisation tool built for Google.

Oct 2011 – Feb 2013

Essence Digital, London
Creative Developer

Developing for a wide range of clients. These ranged from high load sites such as *Tesco Mobile* and *Pret mobile*, Facebook applications for eBay, Ancestry and Pret a Manger and internal work for the agency.

May 2011 – Sep 2011

Punktilio, London
Freelance Developer

Architecting the hosting solution provided by Punktilio to its clients. Developing Facebook applications.

Sep 2005 – Oct 2010

Dstl, Portsmouth
Intern Analyst & Developer

Simulating air dropped weapons in order to better predict collateral damage to buildings and people.

University Experience

Thesis: Investigating the Performance of Concurrent Heterogeneous OpenCL Device Execution

I investigated if it was possible to increase the performance of large weather simulations on supercomputers by using a combination of GPGPUs and CPUs concurrently. This involved a lot of performance optimisation and technical problem solving.

Modules

High Performance Computing, Information Security, Learning in Autonomous Systems, Animation Production, Advanced Computer Graphics, Algorithmic & Economic Aspects of the Internet, Image Processing & Computer Vision, Computational Neuroscience, Systems Integration, Machine Learning, Character & Set Design, Web Technologies, Human Computer Interaction, Language Engineering

351 W29St #9, Manhattan, NYC, 10001
+1 646 504 8454
josh.fyne@gmail.com
http://www.joshfyne.com

Education

2007 – 2011 **Master of Engineering**
Upper Second Class Honours
Computer Science
University of Bristol

2006 – 2007 **First year**
Aeronautical Engineering
University of Bristol

2000 – 2005 **A2 Levels**
Physics
Maths
Economics
Abingdon School

Achievements

2011 **Shortlisted for UoB new enterprise competition**
University of Bristol

2010 **IPL: Third year best group game project prize**
University of Bristol

2009 **Winner, Hack bristol - Bluetooth tracking**
University of Bristol

2007 **7" single, Vader Fader by The Walk Off**
Hungry Audio

2006 **Dstl university sponsorship**

2003 **Rowed for Great Britain**

2000 **Scholarship to Abingdon School**

Languages, Technologies & Skills

Python, Django, PHP, Zend Framework, Java, Advanced Javascript, Ajax, JQuery, C, C++, Scala, HTML5, CSS3, SQL, Mysql, Nginx, Apache, Lighttpd, Linux, Ubuntu, Debian, Arch, Redhat, CentOS, Git, SVN, EC2, AWS, Matlab, Maya, Lucene, Vim, Assembly, Android, OpenCL, Agile, Unit testing, TDD, OOP, Full stack, Less, Sass, AngularJS, BackboneJS