Jo Busser

London, United Kingdom Website · LinkedIn · GitHub

SOFTWARE ENGINEER

A confident computer science graduate with a passion for all things learning and impact.

SKILLS

Java
Python
C/C#
Unity
Unit Testing
JavaScript/TypeScript
Node/Express
React
SQL/NoSQL

Data structures
Algorithms
OOP
Git
Machine Learning
Deep Learning
Swarm-based optimisation
Game Development
Frontend/Backend

Public speaking
Analytics
Leadership
Adaptability
Critical Thinking
Research
Mentoring
Communication
Social Impact

EXPERIENCE

Research Jan 2023 - Nov 2023

Mapping the South African research landscape using BERTopic

- Leveraged Large Language Models (LLMs) on developing a state-of-the-art topic modelling technique to cluster 156,255 research papers.
- Compared the **deep learning** approach to a conventional graph theory approach.
- Proposed method was superior, contributing to future research in science mapping.

Sozo Labs Dec 2022 - Jan 2023

Game development

- Worked at a startup that specializes in gamification, augmented reality, and virtual reality.
- Created a free-to-play online video game using C# and Unity.
- Developed virtual education environments now used by truck mechanics and somatology client-carers to reduce training cost by over 50%.
- Shadowed project, business strategy, and marketing meetings.

Sep 2021 - Aug 2023

Majuba

Residence leader

- Redesigned the values of student organizations as residence vice-chair to promote inclusivity.
- Overhaul academic tutorship and a peer **mentorship** program as head mentor reducing the fail rate of inhouse students by 23%.
- Co-led leadership committee meetings; hosted award ceremonies; arranged welcoming programs.

EDUCATION

Stellenbosch University

Honours in Computer Science 2024

Stellenbosch University

Bachelor of Computer Science (Cum Lauda) 2022

Southdowns College

A-levels equivalent in South Africa (89%) 2019

OTHER

Driver's license

Standard

Languages

English - native
Afrikaans - native
Northern Sotho - native

Level 1 first aid

South African certification