

Jonathan Simmonds

Curriculum Vitae

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Education

2009–2013 Master of Engineering (MEng) with First Class Honours in Computer Science from the University of Bristol

- 4th year individual project investigated low-power computer vision systems for robotics using the Microsoft Kinect and PandaBoard. This involved getting libraries working with the PandaBoard's ARM architecture, interfacing with robotic hardware and the development of computer vision algorithms to take advantage of the hardware available. The project was written in C++ using the OpenCV and OpenNI libraries and accompanied by a 100 page thesis and 35 page business plan (to bring the final product to market).
- 3rd year group project created a large-scale multiplayer demolition derby game (Collision Domain) in a group of six. I was the creative lead and implemented the game's 3D assets and graphical engine (using the C++ Ogre3D library), with responsibilities also including writing the server's framework and managing the SVN repository. We received the highest mark in the year.
- Took a wide array of units in and around Computer Science encompassing programming practices, machine learning, system architecture, computational theory (and mathematical analysis thereof), user interaction, business enterprise, IT law, and numerous group projects.
- Helped out at 13 open days, giving presentations and demonstrations to prospective students.

2007–2009 Peter Symonds College, Winchester

- 4 A Levels: Computing (A), Maths (A), Physics (A), General Studies (B).
- 1 AS Level: Further Maths (A).

2002–2007 Kings' School, Winchester

- 11 GCSEs (6 A*s, 3 As, 2 Bs).
- 1 AS Level: Geography (B).
- Also received the FSMQ (Free Standing Maths Qualification).

Employment

2011 Junior Software Developer at Triteq Ltd.

- 8 weeks employment for Triteq who specialise in producing safety critical solutions.
- Specified and produced a peer-reviewed program for an embedded testing system (using a 32-bit ARM MCU) which had to connect with a PC application written by another intern via an agreed serial protocol.
- Wrote the specification and documentation for the program and presented it to other employees.

2010 Junior Software Developer at Triteq Ltd.

- 8 weeks employment for Triteq who specialise in producing safety critical solutions.
- Designed and produced a test harness for a medical ventilator.
- Worked on and created a number of technical, peer-reviewed documents.

2007–2009 Part time Kitchen Assistant at The Dolphin Inn, Hursley.

- Prepared meals and assisted the chefs, working as part of a team to strict deadlines.

2008 IT Department Assistant at the Medical Research Council, University of Southampton.

- 6 weeks assisting the IT department.
- Carried out an audit of all the computers in the building and wrote a Visual Basic program to store the results in a database.

Skills

Programming Languages Core: C, C++, Python, Java. Also used: Delphi, Visual Basic, Haskell, Occam.

Web development HTML, CSS, PHP, JSP, JavaScript.

Graphics Packages: Maya, Wings3D, Photoshop.

Miscellaneous Experience with Linux, bash scripting, LaTeX and writing technical documentation.

Interests

Artwork Enjoy sketching and using 3D graphics packages to create and render artwork.

Cycling Cycled the South Downs way over two days with a friend.

Reading Avid reader of Sci-Fi novels, particularly Asimov and Iain M. Banks.

Referees

Can be arranged as required.