





LIAM JONES


MEng, Computer Science with Innovation


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SUMMARY

As a forward-thinking Masters student specialising in Computer Science with Innovation, my passion for design thinking and Human-Computer Interaction drives my academic pursuits and professional aspirations. I bring to the table a dynamic blend of determination, creativity, and a robust track record of collaborative project delivery within diverse team settings.

SKILLS

Personal: User-Research Design, Multi-disciplinary Teamwork, Pitching, Design & Systems Thinking

Languages: Python, C, Java, Git, Scripting (Bash), LaTeX, HTML, Scikit-learn, OpenCV

Software Linux, Photoshop, Illustrator, Lightroom, Figma, Sketchup

PROJECTS

	Pubs on Tap	2020 - Present
Skills: Co-founding, Entrepreneurship, Leadership, Agile	<ul style="list-style-type: none">Co-founded and spearheaded the creation of Pubs on Tap, an innovative app aimed at empowering local pubs to unlock their full potential and expand their clientele.Conceptualised the product and oversaw the dynamic collaboration of a team of developers to bring the vision to life.Leveraged a diverse skill set encompassing strategic planning, market research, fundraising, and agile project management to navigate the challenging terrain of startup development, ensuring the successful development.Orchestrated a successful launch, achieving a notable milestone by securing the 123rd position in the App Store shortly after its release.	
	Dronecloud Live	December 2023 - May 2023
Skills: Multidisciplinary- collaboration, Design Thinking, User-centred design, Client Communication	<ul style="list-style-type: none">Closely collaborated with in an interdisciplinary team of six-members, delivering a meticulously planned solution that prioritised user-centred design to address an existing gap in our client's (Dronecloud) product.Exemplified effective communication skills by establishing and maintaining a robust dialogue with our client, throughout the project's lifecycle. This continuous and transparent communication ensured that their feedback and evolving requirements were seamlessly integrated into the design process, resulting in a product that closely aligned with their vision and needs.Iteratively traversed the Double Diamond design process to develop our solution and design professional user-friendly prototypes for the new branch of their product.Employed various testing methods to ensure the product's long-term viability and to further optimise both product adoption and the overall user experience.	
	Objects for Clumsy Encounters - Toweing Tetris	September 2022 - December 2022
Skills: Creativity, 3D Printing, Sprints, Teamwork, Prototyping	<ul style="list-style-type: none">Embarked on an 8-week sprint to design an ice-breaker game tailored for individuals with dementia in care homes, with the primary goal of fostering a sense of unity within the group.Collaborated within a six-member, multi-disciplinary team, following the principles of Agile development, to conceive the innovative "Towering Tetris" game. This concept involved participants strategically stacking blocks to accomplish predefined tasks.Employed user-centered design principles, combining 3D-printed game pieces and an Illustrator-crafted game board, resulting in a holistic game experience. This effort earned our creation the esteemed title of "Most Fun Game" within our cohort.	

Scotland Yard AI Board Game

Dec 2021 - May 2022

Skills:

Programming,

AI development,

Testing

- Created a digital rendition of the board game "Scotland Yard", utilising iterative algorithms, such as Dijkstra and Mini-Max, to design competitive AI opponents.
- Devised a comprehensive scoring system, to evaluate the efficacy of the AI's variable parameters, effectively training them to increasing the value of game play.
- Additionally, designed a system to generate immutable game-states, allowing for swift testing of the game's features and mechanics.

EDUCATION

MEng, Computer Science with Innovation

University of Bristol

2021 - 2025

A unique degree offering a blend of computer science modules, such as Machine Learning, and Image Processing, with award winning innovative, multi-disciplinary, units such as Design and Systems Thinking and New Venture Creations.

ALevels: Computer Science, Maths, Physics, EPQ

Cabot Learning Federation

2018 - 2020

Achieved grades A*, A, B, A, respectively

13 GCSE's in Varying Subjects

Bristol Brunel Academy

2013 - 2018

Achieved 13 GCSE's, grades ranging from A* to C.

EXPERIENCE

Currys, Supervisor (Management Team)

September 2019 - Present

Skills:

Management,

Budgeting,

Collaboration,

Adaptability

- Demonstrated proficiency in leadership, motivation, and training of a 20-member team, alongside effective management of budgeting and resource allocation, encompassing hiring and investigative processes.
- Showcased robust communication skills, fostering a seamless business operation by effectively bridging gaps and enhancing collaboration among cross-functional teams.
- Proven ability to thrive under high-pressure conditions in a fast-paced, high-intensity retail environment, demonstrating adaptability to optimise profits.
- Consistently demonstrated a keen eye for detail and applied strong analytical and problem-solving skills to deliver positive resolutions for complex customer issues.

Connected Places Catapult, Rail Innovation Research

October 2022 - April 2023

Skills:

User-Centered

Research,

Design Thinking,

Presenting,

Stakeholder

Engagement

- Conducted an independent, user-centered research project, delivering actionable insights for innovative solutions for a local train station tailored to the specific needs of a community stakeholder.
- Utilised design thinking methods, including journey maps, to design and facilitate the recruitment of participants for semi-structured interviews, ensuring the collection of comprehensive, in-depth data.
- Conducted a thematic analysis of interview findings, employing persona and thematic categorisation techniques to derive actionable insights.
- Delivered a 30-minute presentation followed by a Q&A session to a diverse audience, including the CPC team, the local council, and Bristol Temple Quarter, taking place at CPC's headquarters in London.

COMPETITIONS

Art Hackathon Winners - CSS Times

February 2023

- Participated in a weekend-long Hackathon competition, where our team conceived and developed a satirical comedy website disguised as a student newspaper, humorously named 'CSS Times.'
- 'CSS Times' provided a whimsical platform for lighthearted commentary and jests about the quirks of student life and university experiences.
- Our creative efforts garnered enthusiastic reception for its innovative approach and unique content, ultimately securing the top prize in the 'Art' category of this Google-sponsored competition.