LOUIE **JONES-STRONG**

Brighton · England
Email · **LinkedIn** · **Portfolio** · **GitHub**

I am hardworking, self-motivated and a self-starter. My focus is coding and leadership, with a passion for making and developing new machine learning techniques. Currently looking for experience across the industry to further my interests and understanding.

EXPERIENCE

AUGUST 2018 - CURRENT
PROGRAMER, TT ODYSSEY (C#, UNITY, ASP.NET)

I contributed to multiple areas of LEGO® Star Wars™ Battles development, from prototype to supporting the live game on apple arcade. I lead multiple areas of the game including:
AI, Audio and Localization.

EDUCATION

DUE TO GRADUATE IN 2023
BSC COMPUTER SCIENCE (MACHINE LEARNING), UNIVERSITY OF LONDON

First Year: While working full time I achieved a First-Class
Second Year: I am on track to achieve a First-Class (working 3 days a week)

GRADUATED 2018
A-LEVELS, UTC@HARBOURSIDE

I represented my collage as Head Boy while studying: Physics, Math, Computer Science and an EPQ
In my award-winning Extended Project Qualification, I developed a new method of machine learning that combines multiple previous techniques. This was against the mainstream techniques in multiple environments, and it was shown to be Faster, more accurate, more reliable and suited to more environments than the other techniques.

SKILLS

Languages: C#, C++, Python, SQL, JavaScript, CSS, HTML, Arduino
Tools: Blender, Unity, Git, Paint.net, Unreal

ACTIVITIES

- The first person to discovered how to solve the Alhambra cube Puzzle (a 4D cube)
- Rescue scuba diver with PADI with: deep diver, nitrox, night diver and dry suit Qualifications.
- I have built/fixed 20+ computers and a 3D printer
- Captain of a nationally competing sports team
- Part of the committee for a national disability charity

Hobbies: Gaming, Personal coding projects, 3D modeling, game jams