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| Louie Jones-Strong  Brighton · England  [Email](mailto:louiej-s@hotmail.co.uk) · [LinkedIn](https://www.linkedin.com/in/louie-jones-strong) · [Portfolio](https://louie-jones-strong.github.io) · [GitHub](https://github.com/louie-jones-strong) |
| 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

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| August 2018 - Currentprogramer, 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

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| Due to graduate in 2023BSc 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 2018A-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

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| **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