OLLIE HANTON

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EDUCATION

Bristol University   *November 2018 - present*
PhD in Human Computer Interaction   Status: pending

Bristol University   *September 2016 - October 2017*
Computer Science MSc   Grade: Distinction

Bristol University   *September 2012 - 2016*
Mathematics BSc   Grade: 2:1

ACADEMIC WORK AND ACHIEVEMENTS

PhD in Human Computer Interaction (work in progress) I am currently working on a PhD in Human Computer Interaction, exploring display fabrication and ways that we can us additive manufacturing techniques to create screens. In particular I am looking at using spraying as a method for creating displays with irregular topologies and what applications can be realised using this method.

- Publications to date:

  - **CHI 2020 proceedings: Hanton, O.**, Wessely, M., Mueller, S., Fraser, M., Roudaut, A. ProtoSpray: Combining 3D Printing and Spraying to Create Interactive Displays with Arbitrary Shapes.

  - **CHI 2020 proceedings:** Wessely, M., Sethapakdi, T., Castillo, C., Snowden, J.C., **Hanton, O.**, Qamar12, I.P., Fraser, M., Roudaut, A. and Mueller, S., Sprayable User Interfaces: Prototyping Large-Scale Interactive Surfaces with Sensors and Displays

- Funding aquisition:

  - Researcher in Brigstow seedcorn grant project: total £5000

  - Securing of internal funding to department for a new 3D printer: £968

- Awards:

  - Honourable mention - ProtoSpray, in CHI 2020 proceedings

  - Runner up in Bristol university 3 Minute thesis - May 2019

- Teaching:

  - Teaching assistant in masters level modules: Computer Architecture COMSM1302, Interactive Devices COMSM0009.

  - Management of a student intern (summer 2019)

Computer Science MSc:

- Research project: Creating Interactive Prototypes and Surfaces Using Capacitive Technology and 3D Printing (2017), focusing on developing new technologies and Human-Computer-Interaction.

  - Worked with a range of multimedia 3D printers and developed an object processing program in Java. This involved work with hardware (electronics, Ultimaker, Lulzbot) and software (Java, Blender, Sketchup, Meshmixer).

  - Carried out quantitative research for the technology as well as qualitative research with professional Architects.

- Executed many written reports and programming assignments to a high level such as modules on Research Skills (86%), Computer Architecture (82%), Object Oriented Programming (73%)

Mathematics BSc:

- Broad mathematical expertise through the choice of a range of applied modules including Statistics, Mechanics and Computational Mathematics solidifying my grasp on real-world maths.

- Dissertation on 'The Mathematics Behind Google' (2016), covering techniques for a range of data handling techniques and processes. Grade: 1st

- Studied a maximum number of communications based mathematical modules, averaging 79% across these choices and developing my ability to efficiently handle rigorous analytical tools.

Extra Curricula:

- Bristol PLUS Award (2015)

- Bristol PLUS Outstanding Award (2015)

- Leadership in Sports Award Level 2 (2014)

TECHNICAL STRENGTHS

Computer Languages	C, Java, C#, R, MATLAB
Software & Tools	Android, Xamarin, LaTeX, Gimp, Blender, Meshmixer
Mathematics	Mechanics, Differential equations, Group Theory

EMPLOYMENT AND EXPERIENCE (NON-ACADEMIC)

SciSys   5th February 2018 - 26th October 2018
Software Developer

· Main project: developing an phone and tablet application on Android, using Xamarin, working in C# from a C++ IOS codebase.

- Solely responsible for the development side of the project including targets, testing and bug fixing for four months, subsequently working alongside another developer.

- Tasks included:
  - Responsibility for the code base and source control.
  - Continuous restructuring of large sections of the app.
  - Liaising and prioritizing with the customer to deal with updating requirements.
  - Working with specialist app developers on a short-term basis.
  - Learning app development while on the project and applying it directly, while working to a schedule.

- Passed 6 month probation period with written appreciation/bonus for doing 'outstanding' work and going 'above-and-beyond'.

Placr   July 2014 & August 2015
Intern

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- Manipulation, processing and repackaging of transport data in developing a national geometry of transport links.

- Reviewing transport data functionality in HTML for platform (TransportAPI).

- Heavily involved in scrum based agile development practices and multiple presentations to the whole company and investors.

University of Bristol Boat Club   13th May 2013 - 22nd June 2014
Head Coach for the Senior Women's Rowing Team (part time, volunteer position)

- 550+ hours volunteering work teaching rowing to students as well as coordinating and organising a coaching team.

- Range of responsibilities including budget management, liaison with local organisations and responsibility of 8-32 athletes.

Dulwich Storage Ltd   Intermittent 2010 - 2013
Administrative Assistant (part time)

- Managing contractor invoices and company accounts.

- Web development: building additional features for an existing site (HTML and SQL).