

My dream is to change the world by **solving and applying artificial intelligence**. I am interested in the engineering approach, particularly the powerful synergy being realised between deep and reinforcement learning, as well as the neuroscience approach, such as brain simulations. In applications, I am excited by computer vision and robotics, especially mobile and multi-agent autonomous systems.

EDUCATION

2017 – present	Reading Artificial Intelligence and Computer Science at the University of Edinburgh
2018	Selected onto UK Defence Science and Technology Lab's Student Talent scheme
2017	Academic merit recognised with DHL UK Foundation Scholarship, awarded Google Developer Scholarship for Android App Development.
2016 - 17	Foundation Diploma in Art and Design at Arts University Bournemouth (AUB), UK
2007 - 2016	Bishop Wordsworth's Grammar School (BWS), Salisbury, Wiltshire, UK

EMPLOYMENT

2018	Summer Placement in Platform Systems at Defence Science and Technology Laboratory, UK <ul style="list-style-type: none">• Applying deep learning and computer vision techniques to SONAR scans• Associate at the cross-divisional AI laboratory
2015 – 2017	Gallery Assistant at the New Arts Centre Sculpture Park, Salisbury <ul style="list-style-type: none">• Including work with Roche Court Educational trust to help inform and interest a wider audience.
2017	Intern at Ratio Network Software and Web Development Company, Bournemouth

PROJECTS

2017 - present	Software Team Manager of Edinburgh University Formula Student's Autonomous team. Won the dynamic event at UK's first Formula Student driverless racing competition in 2018. Managing a team of 30+ engineers. Over £30,000 worth of sponsorship. Team project integrating cutting-edge research across broad AI and robotics fields: navigation, perception, and control. My main work has been on SLAM, path planning, PID/MPC controllers and LiDAR and camera object detection. This year I am managing research into applying computer vision, deep learning and reinforcement learning.
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Expert ranking on the Kaggle data science community, achieving multiple Bronze medals in competition. Highest Kaggle-wide rank of 1,668 out of 72,215 users shows my commitment to sharing, exploring, developing and the process of Data Science.

Programming experience in C, C++, HTML/CSS/JS, MATLAB/Octave, Haskell, Java, MIPS assembly language and Python as well as libraries Numpy, Matplotlib, Pandas, Keras and Tensorflow. Developing and releasing Android apps.

Reading and presenting research papers and textbooks with a University Machine Learning Reading Group. Applying these ideas in a University Deep Learning study group.

Following AI and ML research and developments both at the University of Edinburgh and in the wider academic community through talks and workshops with EdIntelligence.

PROJECTS (continued)

Completed online courses: Toronto's (Geoffrey Hinton) Neural Networks Course (Coursera); Andrew Ng's Deep Learning Course (Coursera); UC Berkeley's CS 188: Artificial Intelligence (online materials); Harvard's CS50: Online Introduction to Computer Science (edX); Android App Development (Udacity); Stanford's CS 229: Machine Learning (online materials); MIT's 18.02: Multivariable Calculus (MIT OCW); UC Berkeley's Deep Reinforcement Learning (online materials)

ACHIEVEMENTS

Awarded House prefect in BWS, and student ambassador at AUB.

Successfully worked as a team, and solved problems to be awarded my bronze Duke of Edinburgh.

Trained as an Army Cadet with achievements including one-star level first aid.

SKILLS AND INTERESTS

Creating artwork as individual creative projects as well as appreciating and exploring art and art history.

Weight-lifting and running as well as team sports such as football.

Surfing, including with the Edinburgh University Surf Society.

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