Expression of Interest

Group 1

October 17, 2016

Project Title: Face as a game controller
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Team Members

Name	Email
Pedro Santos de Mendonca	psyps4@nottingham.ac.uk
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Description of Team Skills

Our interest in this project stems from the fact that whilst we think this is one of the more challenging projects, it will also be one of the most educational because we will have the opportunity to learn a lot. Our team has a reasonable amount of experience doing programming especially in personal projects and general programming outside the university.

Both Pedro and Jonny use Linux exclusively for development and have used it a server in the last couple of hackathons that they attended most recently in Barcelona where they they finished as finalists at HackUPC - the largest Hackathon in Europe. All of us have experience with databases - most noticeably Holly who has studied databases both at University and at the internship she attended last summer at a Company in Hong Kong. Jonathan has also had some experience writing a database explorer for linux.

Two of our members, Pedro Santos and Jonathan Balls have worked together at Programming Competition finishing fourth at the most recent programming competition hosted here at Nottingham and are thinking about attending the UKIEPC challenge on the 29th October. This style of programming is heavily all about algorithm design since almost all puzzles revolve around manipulating data in the most efficent ways possible

in order to beat artificial time limits.

Many of our team have strong backgrounds in mathematics, Huachen especially, who studied it extensively in China, but also Samuel and Jonathan who did Further Maths at A Level. Their experience should help us with any machine learning. Almost all of the team achieved firsts in the Artifical Intelligence course last year and have an interest in Machine Learning which should be useful

Date of Submission of EoI	17 October 2016
Date of Pitch	28 October 2016
Notification of award	1 November 2016