

Sean Joseph PARKER

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EXPERIENCE

Sept 2020 June 2020	Improbable , Software Engineer Intern Virtual › Integrated SpatialOS distributed event tracing into Unity GDK (Unity Game Development Kit) › Worked on visualisation of distributed events from SpatialOS network C/C++ C# Python Docker
Sept 2019 June 2019	Apple , Software Engineer Intern London, UK › Developed a machine learning model for real-time image captioning › Worked on a Safari App Extension to detect and fix accessibility issues on the Web in real-time TypeScript JavaScript Swift Python Tensorflow

EDUCATION

Present Oct 2020	University of Cambridge , MPhil Advanced Computer Science Cambridge, UK › Current Research: Model-based Reinforcement Learning for DNN compilers › Courses: Machine Learning Systems, Large-scale data processing and optimisation, Mobile Systems Machine learning, Mobile Robot Systems
June 2020 Sept 2017	University of Manchester , BSc (Hons) Computer Science Manchester, UK › First Class - Achieved 84% overall › Final Year Project - Deep Reinforcement Learning in Atari 2600 games
Sept 2017 Sept 2010	St Ambrose College , A-Levels Hale, UK › Mathematics, Computer Science, Physics (A* A* A)

VOLUNTEERING

May 2020 May 2019	UniCS Dev Officer , University of Manchester › Lead development of multiple sites and services to support Manchester Hackathons in a team of eight › Developed a containerized applications platform and authentication service which are deployed onto AWS
May 2019 Sept 2018	HackSoc Dev Team , University of Manchester › As part of a 5 person team developed a system used by over 600 people across three hackathons for hardware management and live notifications at Hackathons

COMPETITIONS

Nov 2017	ACM ICPC North Europe Regional , University of Bath › Competed in the European regionals for qualification for the world finals of ICPC
Nov 2017	GreatUniHack , University of Manchester › Created Codeworks and won WebApplicationsUK challenge for best educational hack
Oct 2018 Oct 2017	ACM ICPC UK & Ireland Programming Contest , University of Manchester › Placed in the top 15% in UK and 2 nd in Manchester

PROJECTS

MODEL-BASED RL FOR COMPUTER SYSTEMS C++ Python PyTorch Using model-based RL to optimise computation graphs in deep learning frameworks.	DEC 2020 – PRESENT
DISTRIBUTED REINFORCEMENT LEARNING Python PyTorch TensorFlow Ray Investigated framework performance for performing distributed reinforcement learning using the PPO algorithm.	DEC 2020 – JAN 2021
KNOWLEDGE DISTILLATION Knowledge Distillation Python PyTorch Implemented various approaches for Knowledge Distillation of large neural networks to small networks while maintaining model accuracy.	DEC 2020 – JAN 2021
DEEP Q-LEARNING – THIRD YEAR PROJECT Third Year Project Python Tensorflow Implemented three deep reinforcement learning algorithms to train an agent to play various Atari 2600 games.	SEPT 2019 – MAY 2020
HACKER SUITE Hacker Suite - Auth Hacker Suite - Applications GoLang TypeScript Docker A collection of services and websites to support Hackathons, including Applications, Hub and Authentication, used by over 600 people over two years and three hackathons. Lead development of the Applications platform and authentication service in a team of eight.	SEPT 2018 – PRESENT