



# Joseph Mansfield

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## EDUCATION

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### **MEng Computer Science with Artificial Intelligence**

2009 – 2014

*University of York, York, United Kingdom*

Expected first class honours. Achieved at least 70% in the following modules:

Practical Programming Skills	100%	Computer Graphics & Visualisation	78%
Lexical & Syntax Analysis of Prog. Lang.	99%	Computer Vision	76%
Principles of Programming	92%	Design of Interactive Systems	74%
Information and Coding Theory	86%	Introduction to Digital Circuit Design	74%
Theory of Algorithms & Data Structures	86%	Logic Programming & Artificial Intelligence	72%
Introduction to Computer Mathematics	86%	Relational Databases & Query Languages	72%
Analysable Real-Time Systems	85%	Computer Architectures	72%
Modelling & System Design	82%	Introduction to Computer Systems	72%
Machine Learning & Applications	81%	Introduction to Neural Computation	70%
Mathematics for Computer Science	81%		

*Master's project:* "Learning depth maps from omnidirectional imagery for 360 degree stereo on the Oculus Rift"

### **GCE Advanced Level**

2007 – 2009

*The Millennium Centre, Derby, United Kingdom*

Mathematics: A; Further Mathematics: A; Computing: A; Physics: A

## WORK EXPERIENCE

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### **Blender Foundation**

2013

*Google Summer of Code Student*

Development of open source 3D creation suite, sponsored by Google.

### **Philips Research Cambridge**

2011 – 2012

*Industrial Placement Student*

Research in health-care and consumer lifestyle sectors; Android application design and development; web application development.

## PROJECTS

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### **Stack Answers**

Work in progress

*Lead Developer/Designer*

Browse the Stack Exchange Q&A network on Android devices.

## RESPONSIBILITIES

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### **Student Guide**

2013

Presentations, talks, and technical demonstrations at open days and UCAS days for the Department of Computer Science, University of York.

### 3rd Year Course Representative

2012 – 2013

Represent views of coursemates to the Computer Science department and university.

### Secretary of the Ukulele Society

2009 – 2010

## TECHNICAL EXPERIENCE & SKILLS

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<b>Languages</b>	C++, C, Java, HTML, CSS, JavaScript, Bash, Python, Matlab, PHP, $\text{\LaTeX}$
<b>Platforms</b>	Linux, Android, Web (including mobile), Windows
<b>Libraries</b>	OpenGL, SFML, jQuery, Boost
<b>Tools</b>	Git, Subversion, CMake, GNU Autotools, Ant, Vim, GWT
<b>Server Software</b>	Apache, Nginx, MySQL, Redis
<b>Applications</b>	Adobe Photoshop, Adobe Illustrator, Blender
<b>Skills</b>	Software engineering, clean coding, project management, graphic design, user interface design, technical writing



GitHub

<https://github.com/sftrabbit>



Stack Overflow - among top 800 users overall, top 50 for C++ questions

<http://stackoverflow.com/users/150634/sftrabbit>

HTML5 implementation of Conway's Game of Life featured on various websites, including Wired magazine's Webmonkey blog. <http://www.webmonkey.com/2010/07/conways-game-of-life-in-html5/>

## INTERESTS

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<b>Technical</b>	Software development (applications, system software, Android, web, games), standardisation, technical writing, best practices, interface design, graphic design, computer graphics, computer vision, virtual reality, machine learning, scientific research
<b>Hobbies</b>	Music composition and performance (guitar, piano, ukulele, banjo, harp), learning and teaching, reading, film and television, running

## REFEREES

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### Robert Blake

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