



Joseph Mansfield

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EDUCATION

MEng Computer Science with Artificial Intelligence

2009 – 2014

University of York, York, United Kingdom

Expected first class honours. Currently averaging 74%. 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

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 healthcare and consumer lifestyle sectors; Android application design and development; web application development.

PROJECTS

Stack Answers

Work in progress

Developer/Designer

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

RESPONSIBILITIES

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

Liaison between students and departmental staff.

Secretary of the Ukulele Society

2009 – 2010

TECHNICAL EXPERIENCE & SKILLS

Languages	C++, C, Java, HTML, CSS, JavaScript, Bash, Python, Matlab, PHP, L ^A T _E X
Platforms	Linux, Android, Web (including mobile), Windows
Libraries	OpenGL, SFML, jQuery, Boost
Tools	Git, Subversion, CMake, GNU Autotools, Ant, Vim, GWT
Server Software	Apache, Nginx, MySQL, Redis
Applications	Adobe Photoshop, Adobe Illustrator, Blender
Skills	Software engineering, clean coding, project management, graphic design, user interface design, technical writing, communication



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

Technical	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
Hobbies	Music composition and performance (guitar, piano, ukulele, banjo, harp), learning and teaching, reading, film and television, video games, running

REFEREES

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