

Toby Pullan

 tobypullan |  Toby Pullan |  My Blog |  toby@pullan.org

SUMMARY

Computer science student with a strong foundation in programming and a passion for technology. Eager to apply theoretical knowledge to practical projects and gain hands-on experience in the tech industry. Seeking opportunities to contribute to innovative projects and continue learning.

EDUCATION

2024 - present Computer Science BSc at **Durham University** (**Ranked #1 out of 192**, Grade 89%)

2022 - 2024 A Levels at **Hills Road Sixth Form** (A* Further Maths, A* Maths, A* Physics, A Computer Science, A* EPQ)

WORK EXPERIENCE

Software engineer, Turbostream Ltd

July 2025 – September 2025

High speed GPU-accelerated Computational Fluid Dynamics simulation software

The software compiles from the same JAX kernel definitions to native code for different hardware backends (CPU or GPU). In the internship, I:

- created an automated test suite for a series of unstructured grid kernels for multiple backends, including JAX and CUDA, to enable rapid feedback in agentic coding environments for optimising simulation software;
- optimised GPU kernels using CUDA. Implemented a warp aggregation optimisation to reduce atomic add calls to global memory.

PROJECTS

Blog

[Link to Blog](#)

An artificial intelligence blog with posts about how backpropagation works within neural networks. Working on a new post exploring how reinforcement learning could be implemented on top of GPT-2 to encourage chain-of-thought behaviour.

Basic neural network library

[Link to Repo](#)

Created a basic neural network library, including backpropagation functionality, inspired by Andrej Karpathy's Micrograd library.

Bike proximity sensor for track cycling

[Link to Demo](#)

A seat-mounted sensor for velodrome racing that wirelessly connects to a screen attached to the handlebars. The screen displays the distance to the team-mate racing behind you, allowing optimal racing formation.

TECHNICAL SKILLS

Languages

Python, Javascript, C#

Libraries

JAX, Numba (with CUDA), PyTorch

Developer Tools

Git, GitHub (including workflows), Claude Code

Last updated: October 3, 2025