

Daniel Jones

Undergraduate Computer Scientist



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hi, I'm Dan!

A highly motivated and intrigued penultimate year Computer Scientist at the University of Bristol who is interested in the whole Stack. I like to work on interesting projects, explore new technologies, and attend meet-ups. When I'm not taking part in Hackathons or working on projects, I like to cook fine food and discuss current affairs with friends.

education

2018–Now	Computer Science (MEng) Achieved 78% overall for first year; 67% in second year (<i>affected by COVID</i>) On track to achieve a first class degree	University of Bristol, UK
2016–2018	A-levels Mathematics – A*; Computer Science – A*; Further Mathematics – A; Physics – B	The Willink School, Burghfield
2014–2016	GCSEs 10 A* – A, B, C	The Willink School, Burghfield

technical skills

C/C++ Java Golang Python Haskell HTML5 CSS3 JavaScript SQL POSIX scripting Git
Linux LaTeX ReactJS Redux Python Flask NumPy OpenGL Jekyll/ Liquid Flutter DevOPs
Test Driven Development Continuous Integration

experience

2020/2021	University of Bristol <i>Assistant Teacher and Lead TA</i> <ul style="list-style-type: none">Year TA: hosting seminars with small groups of students covering all content from Y2Software Tools: teaching key tools and concepts for large scale software developmentOOP & Algorithms: teaching fundamentals of OOP and Algorithmic analysis	Bristol, UK
Summer 2020	Spin-Up Science <i>Full Stack Web Developer</i> Built an online learning platform and tool-set centred around start-up ideation and market analysis	Bristol, UK
January 2020	University of Bristol <i>Algorithms Teaching Assistant</i> <ul style="list-style-type: none">Taught first years fundamental concepts including Big-O, dynamic programming, and loop in-variantsImproved my communication skills by explaining concepts clearly and concisely	Bristol, UK
Summer 2019	BAE Systems Applied Intelligence <i>Operational Cyber Software Engineer</i> <ul style="list-style-type: none">Developed a new bespoke software solution within a team using PythonPitched a business idea, as part of a group of interns, to tackle IoT insecuritiesReturning internship was cancelled due to COVID-19	Gloucester, UK
2018 – Present	Computer Science Society Bristol <i>2 years Webmaster, 1 year Press Officer (voluntary)</i> <ul style="list-style-type: none">Built a new Event's system to allow more control over events and generation of ICalendar fileImproved various sections of the website to improve accessibility, usability, and aesthetics.Helped deliver events and create advertising materialsImproved team work, communication, and time management skills	University of Bristol, UK

projects

- September 2020 **CIUK 2020 Cluster Challenge** Computing Insight UK
Currently taking part in a high performance computing competition where teams of 6 run and optimise various benchmarks on a given cluster. <https://scd.stfc.ac.uk/Pages/CIUK-2020-Cluster-Challenge.aspx>
- August 2020 **UK & Ireland Facebook Hackathon** Facebook
Achieved 2nd place overall and came 1st place for the business pitch.
Worked in a team of 5 to complete a series of algorithmic challenges followed by ideating a technical solution to solve a given scenario which was pitched to a panel of judges.
- February 2020 **ARMv7-A Operating System** University of Bristol, UK
Solo project for the Concurrent Computing course. Built a multitasking OS targeting the ARMv7-A instruction set with inter-process communication and LCD display with PS/2 mouse drivers. Achieved 75% (first).
- November 2019 **Mumma's eggaria** CSS Game Jam 2019
Second place in the CSS Game Jam where the theme was 'eggs'. Made a HTML5 based game, in a team of 4, with Phaser. <https://eggaria.danjones.dev/>
- October 2019 **Game of Life** University of Bristol, UK
Pair programming coursework for Concurrent Computing in golang implementing Conway's Game of Life. Achieved 73% (first).
- October 2019 **LiDAR** Lloyd's Registrar & University of Bristol
Group project for the Software Product Engineering course for our client from the Renewable Energy department of Lloyd's Registrar. As a team of 4, we created a dashboard displaying analysis of a Floating LiDARs calibration data in an intuitive layout factoring requirements of many stakeholders. Followed the agile methodology, used continuous integration, React, Redux, Spring Boot, Python Flask, and Google Maps API.
- October 2019 **Brainf*ck interpreter** Personal project
Built a Brainf*ck interpreter in Haskell
- Mar 2019 **CSSxBoeing Hackathon** Computer Science Society, Bristol
Worked as a team of 3 to create an app which will help improve well-being
Used a Microsoft Hololense to put happy images on the walls
- Feb 2019 **BEEES Make-a-thon** Electrical Engineering society, Bristol
Worked as a team of 4 to create a text based adventure going around MVB.
Created a custom input device to interact with the game

awards

- April 2020 **Bristol PLUS award** University of Bristol, UK
Awarded for demonstrating the acquisition of employability skills; engaging with extra-curricular activities; notably being on the CSS committee; gaining work experience; and completion of the Bristol Futures innovation and enterprise course.
- December 2017 **Employee of the Season** Wellington Country Park, UK
Awarded for continuous hard work, positive can-do attitude, and for giving countless suggestions and improvements on how to improve service
- 2016 **Young Leaders Belt** Sparta Explorer Scout Unit
Work with a team of (young) leaders to deliver an exciting and enriching programme to the Beaver Scout section. Developed my organisation and planning skills by curating and delivering evenings and managing a team of adult helpers.

interests

- CTFs
- UI/UX design
- Web apps
- Cyber Security
- Bristol Ethical Hackers
- Game development
- Computer Hardware
- Machine Learning
- Image Processing
- Mathematics
- Hackathons
- HPC
- Software Meet-ups
- Cooking
- Hiking
- Gaming
- Cycling
- Volunteering with Scouts