JO GEORGESON

CONTACT

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in Jo Georgeson

SKILLS
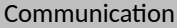
Programming

Python	●●●●●
C#	●●●●●
Javascript	●●●●●
HTML/CSS	●●●●●
LaTeX	●●●●●
Verilog	●●●●●
C++	●●●●●

Operating Systems

Linux	●●●●●
Windows	●●●●●

GENERAL SKILLS

Team Worker   Fast Learner

Organiser   Communication

Listener

AWARDS

🏆 Cert of Achievement in CS, Cardinal Newman College

EXTERNAL INTERESTS

- Blender Artist
- Animator
- VR and PC Gaming

🎓 EDUCATION

📅 September 2020 - July 2023
📍 University of Manchester, Manchester

Computer Science BSc
High Second Class Honours

- Studied Assembly Language and System Architecture
- Experience in ML and DL algorithms through Python Libraries
- Experience in Microarchitecture Design and Implementation
- Logic and Modelling
- Programmed in Verilog on FPGAs to display 2D Graphics
- Graphics and Virtual Environments
- Built NLP and NLU applications in 3rd Year
- Introduced to Multithreading in Programming
- Manipulated Imagery in Visual Computing
- Experience in Computer Vision
- Cognitive Robotics

📅 September 2018 - March 2020
📍 Cardinal Newman College, Preston

A^*, A, A
Maths, Computer Science, Physics

⚙ WORK HISTORY

📅 July 2023 - Ongoing
📍 GirlGuiding, Preston

Volunteer/Assistant

PROJECTS

Embed Browser Extensions: Nov 2023 - Ongoing
- Maintaining 2 extensions solo across Firefox and Chromium
- Taking feedback and applying it where needed

Animation Projects: Mar 2021 - Ongoing
- Python scripting to drive shapekeys for facial animation
- Self-taught animation for personal development

Final Year Undergraduate Project: Sept 2022 - Apr 2023
- Experimenting in Visual Odometry and its approaches
- Deep Learning approaches to object and feature detection
- Filtering Features based on whether they're classified as a moving object

SoC Project Sept 2022 - Dec 2022
- Hands on with FPGA
- Programming software in verilog and Assembly to display graphics on screen

Software Engineering Course Units: Sept 2021 - May 2022
- Distributed workload amongst team
- Oversaw weekly comprehensive meetings
- Bug fixing open source project: "stendhal"
- Bug-fixing on an unfamiliar codebase
- Programming with a "Testing First" Philosophy

University of Manchester Website Team Project: Sept 2020 - May 2021
- Social-media inspired website design
- Features a live map
- Experience managing databases
- Implemented Moderation roles

Cardinal Newman 2D Platformer: Dec 2018 - May 2019
- Procedurally Generated environment
- A^* pathfinding
- Developed the game in the Unity game engine over 4 months