Roy Griffiths

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Education

The University of Edinburgh
(Sep 2016 – July 2020)

BSc (Hons) Computer Science
Graduated 1st class.

Queen's University, Canada
(Sep 2018 – Apr 2019)

Third Year Exchange
Software Development Club, Artificial Intelligence Society.

Highlights, 'A' grade achieved in: Data and Analysis; Artificial Intelligence; Machine Learning; Software Architecture; Software Testing; Reasoning and Agents; Computation and Logic; Functional Programming; Human-Computer Interaction; Game Design.

Work Experience

Software Engineer Intern – Point72 Asset Management (Jul 2019 – Sep 2019)

- Individually created an analytical server in Dash/Python for use by all teams that examines previous and live central bank information to replace a prior system that had cost £30,000+ a year per user.
- Implemented Python scripts to automate daily data collection services, improving efficiency.
- Designed and built error notification application to alert engineers when system error occurs.
- Optimised code to run efficiently, retrieving data from sources before our competitors.

Non-Commissioned Officer - Royal Air Force (Sep 2011 – May 2016)

- Instructed classes on the principles of flight, analysing the physics behind modern aircraft.
- Led training camps, guiding cadets to acquire practical skills such as first aid and orienteering.

Skills

Languages (Proficient): Python, Java, C++, HTML, CSS

Languages (Prior Experience): C#, Scala, JavaScript, Haskell, VBA, SQL

Tech: Agile/Jira, Machine Learning/ PyTorch, Databases/MySQL, Version Control/Git, Data Analysis/Pandas

Natural Languages: English (fluent), Japanese (fluent), French (proficient)

Academic Projects

The Kingston Emulation

A team project developing 'Monopoly' based around the city of Kingston in C++ using agile software development methods and tools. Presented at Queen's University annual Computing Showcase.

Neural Logic Inverse Reinforcement Learning

A theoretical research paper written discussing the combination of First-Order Logic and inverse reinforcement learning within the domains of varying 2D game environments to assess the generalisability and interpretability of the policies produced by the agent.

Accounts and Transactions Sorting

Created an automated system that intakes Excel files, then calculates and sorts all account statistics including transaction amounts, dates, transaction categories and relationship databases.

Google Chrome Architecture

Analysed C++ source code as well as the business and engineering requirements of Google Chrome to derive the conceptual and concrete architectures for the system. Presented to university software team.