

REVIEWER ROLES	IEEE Transactions on Cybernetics Image and Vision Computing (Elsevier)	
PREVIOUS EXPERIENCE	Oculus VR , Menlo Park, CA <i>Internship, Computer Vision Team</i>	May - July 2017
	Longbow Assessments <i>Co-founder, Technical lead</i>	December 2015 - 2017
	<ul style="list-style-type: none"> • Side venture founded with one other focused on providing bespoke online assessments. • Solely responsible for designing and implementing a full-stack web application. Key technologies: React/Redux front-end, Node/Typescript/PostgreSQL back-end. • Thousands of candidates were successfully assessed using our software. 	
	Craniofacial Unit , Great Ormond Street Hospital <i>Honorary Group Member</i>	June 2013 - August 2017
	<ul style="list-style-type: none"> • Joined the group as part of a collaboration between Great Ormond Street and iBUG to investigate the possibility of using statistical models of faces to help guide surgeons performing corrective surgery on children with facial deformities • Steward of MEIN3D, a database of 12,000 3D facial meshes • Future work will involve investigating and quantifying the differences that age, gender, ethnicity, and medical conditions play in the appearance of the human face 	
	iBUG , Imperial College London <i>Research Assistant</i>	October 2012 - October 2013
	<ul style="list-style-type: none"> • Explored a novel approach for establishing dense correspondence between 3D meshes of emotive faces using surface geodesics • Co-founded <i>The Menpo Project</i> • Helped run an extensive 3D recording experiment looking to capture spontaneous human emotion 	
	Visionmetric , University of Kent <i>Research Intern</i>	June - August 2012
	<ul style="list-style-type: none"> • Investigated the possibility of accurately recovering full RGB colour information from black and white facial images through the application of a Principal Component Analysis based statistical model 	
OTHER PROJECTS	Landmarker.io , a 3D mesh annotation web application	October 2013 -
	<ul style="list-style-type: none"> • Allows anyone with a browser to annotate points on meshes and images, allowing for the efficient collection of data critical for numerous computer vision and machine learning tasks • WebGL client written in Typescript — server written in Python 	
TECHNICAL SKILLS	Fluent in Python and modern Javascript/Typescript. Experience in C, C++, OpenGL, Swift, Objective C, Java, and Matlab. Typically average 1,500 open source contributions a year.	
POSITIONS OF RESPONSIBILITY	Imperial College: <i>Computing PhD Representative</i> (elected)	2013 - 2017
	Imperial College: <i>Physics Year Representative</i> (elected)	2008 - 2010
	NEW College: <i>Student President and College Governor</i> (elected)	2007 - 2008
INTERESTS & ACHIEVEMENTS	<p>Sports: Keen cyclist and runner. Duke of Edinburgh Gold Award & all-time high school 200m record holder. Recently began competing in Triathalons. Getting faster, slowly but surely.</p> <p>Music: Competed at numerous national brass championships playing Flugel Horn with <i>Crofton Silver Band</i> over four years. Achieved Grade 6 Flugel Horn & Grade 5 Musical Theory</p> <p>Languages: A* GCSE French & basic German</p>	