James Duxbury AfCIIS

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Ambitious penultimate-year Computer Science undergraduate specialising in Artificial Intelligence, with a strong foundation in Data Science, Software Engineering and Machine Learning. Over three years experience of IT Support, exhibiting adept problem-solving skills within high-pressure environments. Currently assisting with the testing of Artifical Intelligence models, aiming to improve the accuracy of generated code. Passionate about leveraging Artifical Intelligence to drive innovation and Rapid Continuous Improvement (RCI) initiatives.

EDUCATION

Durham University   Durham
Integrated Masters of Engineering in Computer Science   *Oct. 2022 – July 2026*

- On track for a First Class Classification, excelling in Data Science, Software Engineering and Artificial Intelligence
- Completed a group software engineering project for IBM, developing a role-playing game within Godot to enhance engagement with the SkillsBuild platform, following a Scrum methodology.
- Current modules exhibit an AI focus, including Deep Learning, Reinforcement Learning, Computer Vision and Human-AI Interaction Design.
- Recently completed a coursework evaluating the effects of interest and boredom during interactions with six LLMAs, completing different academic and non-academic tasks.
- Currently completing preparation towards final year project: integrating an NLP model with Cardiac Segmentation to aid medical diagnoses.

Mark Rutherford School   Bedford
GCE A-Levels   *Sep. 2019 – July 2021*

- A* grades at A-Level in Mathematics, Further Mathematics, Physics and Drama.
- A* for CyberEPQ and A at AS-level in Computer Science.

EXPERIENCE

Software Engineer - AI Trainer   Mar. 2024 – Present
Data Annotation - Contract   *Remote*

- Complete testing and analysis of LLM outputs, with a focus on code generation.
- Thoroughly test all generated code (including JavaScript, Python and SQL) to identify syntax and logic errors, contributing to reduced errors.
- Provide detailed feedback to improve model accuracy and consistency in various coding languages.

Information Technology Support Technician   Oct. 2021 – Present
Snap-on Tools   *Remote*

- Currently work 20 hours per week around University studies; a role offered due to my performance.
- Consistently support the helpdesk during the implementation of new systems supporting RCI initiatives, consistently meeting deadlines.
- Lead the training of new team members, ensuring swift proficiency in hardware and software support.
- Act as the main point of contact within the business for issues with the proprietary POS system, ensuring quick incident resolution.
- Improved collaboration between international teams, significantly reducing resolution times through process enhancements.
- Created documentation that reduced error rates and streamlined repetitive tasks, boosting operational efficiency.
- Assisted in the hardware migration for 400+ users, developing workflows and training to ensure a smooth transition.
- Contributed to key projects, including a Zendesk migration and the creation of a web-based asset tracking system.
- Maintaining a 100% CSAT and SLA score, with the highest performance statistics within the department.

Sales Consultant   Sep. 2019 – Oct. 2021
Next   *Bedford*

Projects

The Disappearance | *Godot* 	 Oct. 2023 – May. 2024
- Led the development of a quest-based RPG using Godot to improve engagement with IBM SkillsBuild.
- Managed stakeholder communication and team coordination to ensure timely project completion.
- Focussed on the implementation of the main character and NPCs.

X-Ray Image Repair | *Python, OpenCV* 	 May 2018 – May 2020
- Utilised Python and OpenCV to restore artificially damaged lung x-rays, enhancing the accuracy of a pre-trained classifier.
- Improved the classifier's diagnostic performance from 55% to 90% through image processing techniques.

JSGrades: Qualification Tracker (In Progress) | *React, NodeJS, CloudantDB* 	 May 2024 – Present
- Designing and developing a full-stack web application to track and calculate academic grades, providing users with real-time progress insights.
- Implementing authentication and session management with PassportJS and Express-Session.

Technical Skills

Languages: Python (Advanced), JavaScript (Advanced), C/C++ (Basic), C# (Basic), Haskell (Basic), SQL (Intermediate), Rust (In Progress)
Data Science / Artificial Intelligence: Pandas, NumPy, Matplotlib, OpenCV, Scikit-Learn, PyTorch
Web Frameworks: React, Node.js
Developer Tools: Git/GitHub, Visual Studio Code, Visual Studio

Currently self-completing a Rust course through PluralSight.

Courses and Certifications

Microsoft Certified: Azure AI Fundamentals (May 2024)
ITIL 4 Foundation (September 2021)
Accredited Affiliate Membership to the Chartered Institute of Information Security (August 2020)
IBM Enterprise Design Thinking Practitioner (October 2023)
IBM SkillsBuild: Enterprise Data Science in Practice (November 2023)
IBM SkillsBuild: Getting Started with Enterprise Data Science (November 2023)
IBM SkillsBuild: Journey to Cloud: Envisioning Your Solution (October 2023)