

Adam Petterson

Curriculum Vitae

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Qualifications

- 2003-2008 **GCSE**, *Bacup and Rawtenstall Grammar School*.
12 GCSEs including English (B), Maths (A), ICT (A) and Sciences (all As). Achieved 5 As and 6 Bs.
- 2008-2010 **A Level**, *Bacup and Rawtenstall Grammar School Sixth Form*.
A levels: Computing - A, Maths - B, Physics - B
AS levels: Media Studies - A, Critical Thinking - C
- 2010-Present **MComp - Artificial Intelligence and Computer Science**, *University of Sheffield*, Currently on track to achieve a first.
Modules include: Advanced Programming Techniques; Computer Vision; Text Processing; Speech Processing; Machine Learning; Adaptive Intelligence; 3D Computer Graphics; Data Driven Computing; Software Contract Law; Logic; Epistemology.

Major Projects

- 2012-2013 **Pac-Man Playing Robot**.
An individual research project involving interaction between a vision system, an intelligent player and a robotic control system. The aim of the project was to create a system to play the arcade game Pac-Man, completely separate from the computer. I received a first for this project.
- 2013-Present **Green Brain Project - Honey Bee Vision**.
A group research project as part of the Green Brain research group. The aim of the project is to create a simulation of honey bee vision to work with a simulated bee's brain and a quadcopter drone.

Computing skills

- OS experience Various Linux distributions, Windows, Mac OSX, Android, iOS
- Programming and Scripting Java, C++, Python, Haskell, Objective C, PHP, Matlab, Prolog, Bash
- Web development HTML, CSS, MySQL, Javascript
- Other Technical Experience Version control (e.g. Git), Development both with and without use of IDEs, Various well known libraries for the mentioned languages e.g. OpenGL, OpenCV

Work Experience

- 2008-2010 **Receptionist**, *Pizza Hut Delivery - Bury*.
Responsibilities included customer service, handling money, stock management and problem solving for both customers and drivers. Receptionist of the year 2009.
- 2009 **Website maintenance**, *Citizens Advice Bureau Bacup*.
Maintaining the website and ensuring the information was kept up to date.

- 2013 **Website Styling**, *SMILe - Student Mental Illness Lifeline*.
This involved creating a new CSS for an existing Weebly website, and advising on layout of the content.

Other Experience

- 2011-2013 **Server Administrator and Founding member**, *Sheffield University Minecraft Society*.
Responsibilities included initial setup of a remote server, setting up bash scripts, cron jobs and VPNs to allow backing up and accessing the server from any location, server maintenance, and contributing to meetings.
- 2013-Present **Secretary**, *Sheffield University Minecraft Society*.
Responsibilities included managing the email account, writing and distributing the weekly newsletter and contributing to meetings.
- 2013-Present **Librarian**, *Sheffield University Board Gaming Society*.
Responsibilities included procuring games within a set budget to suit the whole society's needs and contributing to meetings.
- 2013-Present **Trustee and Technical Advisor**, *EnCompass*.
Working with the other trustees to move the social enterprise forward with the aim of becoming a registered charity with it's own premises.

Outside Interests

- Water Sports I enjoy kayaking, canoeing and sailing.
- Board Gaming I play a variety of games involving logic and strategy with other people.
- Linux I experiment with various different Linux distributions as well as troubleshooting and problem solving.
- Music As well as being a keen music fan and attending concerts I play the saxophone and bass guitar.

A more detailed CV including references and personal details such as phone number and address can be made available on request.