CHARLIE ASHTON

Software Developer

DETAILS

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EMAIL charlieashtond@gmail.com

DATE OF BIRTH 3rd June 2006

LINKS

<u>Github</u>

Personal Site (Check it out!)

PROFILE

Passionate software developer with six years of experience, specialising in Python, AI, and graphics programming. I've built diverse projects, from a Python-based virtual assistant with advanced AI components to visually complex graphics demos using shader programming. My expertise spans game development, web development, cybersecurity, machine learning and much more. I'm driven by a love for problem-solving and eager to contribute to innovative projects in a dynamic team environment.

EDUCATION

Rainhill Sixth Form

Sep 2022 — Jul 2024

Prescot

- A Level Computer Science, Grade: C
- A Level Physics, Grade: C
- A Level Mathematics, Grade: C

SKILLS

Programming Languages & Frameworks:

- **Python:** 6+ years experience, including game development, Al/ML, and graphics programming
- Unity & C#: Proficient in game and VR development
- Web Development: HTML, CSS, JavaScript, and WebGL2 for custom interactive web experiences
- C++: Basic knowledge with completed beginner projects

AI & Machine Learning:

- Developed custom models (e.g., CNN-based wake word detection, Tacotron 2 TTS)
- Integrated AI tools like OpenAI Whisper and ChatGPT

Graphics Programming:

• Experienced in shader programming, ray marching, and 3D modeling/rendering

Game Development:

 Developed 2D/3D games, including VR applications with advanced rendering techniques

Cybersecurity:

Applied web development and created proof-of-concept tools for security testing

Project Management:

• Managed independent projects with Git/GitHub experience

Soft Skills:

- **Problem Solving:** Strong analytical skills, adept at tackling complex challenges.
- **Continuous Learning:** Passionate about exploring new technologies and programming domains.
- **Self-Motivation:** Consistently driven to complete independent projects and learn new skills.
- Adaptability: Quick to adapt to new programming languages and frameworks.

REFERENCES

Aaron Cowley, Computer Science Teacher Rainhill High School, Prescot L35 6NY

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