

# JACK BURNETT

## PROFILE

I am a PhD student in the Interactive AI CDT at the University of Bristol, with prior lecturing experience in FE and HE provisions. Within my research, I am currently exploring how human-in-the-loop AI systems can assist in accessible interface design. My research builds upon the skills I developed throughout my MSc, BSc, and PGCE teachings. As a BSc Computer Science Graduate, I have studied the fundamental theories of Computer Programming, Computer Architecture, Artificial Intelligence, and Mathematics; these have been furthered through my PhD studies.

## EDUCATION

INTERACTIVE AI PHD | UNIVERSITY OF BRISOL | SEPTEMBER 2023 – PRESENT

**Working Research Title: Creating an accessible physical interface development toolkit with generative AI and parametric design**

Taught Modules: Machine Learning Paradigms, Dialogue and Narrative, Responsible AI, Research Methods for Interactive AI, Uncertainty Modelling for Intelligent Systems, and Computational Logic.

INFORMATION TECHNOLOGY MSC | UWE BRISOL | SEPTEMBER 2021 – AUGUST 2023

**Graduated with Distinction**

Key Modules: Project Management, Digital Design and Development, Designing the User Experience, Machine Learning, Strategy and Governance in IT, and Information Security.

Dissertation Topic: 'The Opportunities and Risks of AI in Mental Health Diagnosis'

PGCE SECONDARY COMPUTER SCIENCE | UWE BRISOL | SEPTEMBER 2020 – JULY 2021

**Graduated with Pass and QTS**

Key Modules: Pedagogical Approaches, Educational Policy, and Evidence-based Practice.

COMPUTER SCIENCE BSC (HONS) | UNIVERSITY OF BATH | OCTOBER 2017 – JULY 2020

**Graduated with Honorary Second-Class Upper Division (2:1)**

Key Modules: Principles of Programming, Computer Systems Architecture, Discrete Mathematics, Human-Computer Interaction, Fundamentals of Visual Computing, Functional Programming, Artificial Intelligence, Entrepreneurship, Intelligent Agents, Networking, and Safety-Critical Systems.

Dissertation Topic: 'Developing an Open-Source Research Application to Monitor and Analyse Phone Usage and its Effects on Users, alongside Potential Personal Informatics Tools'

## SKILLS & ABILITIES

Artificial Intelligence, Human-Computer Interaction, Physical Interface Design, User Studies, Research, Teaching and Pedagogy, Parametric Design, Responsible AI, Python, and Java.

## EXPERIENCE

### LECTURER | WESTON COLLEGE, WESTON-SUPER-MARE | AUGUST 2021-JANUARY 2024

Role responsibilities: Lecturing on Data Analysis (Level 4) and Data Analytics (Level 6) on BSc Digital and Technological Solutions, lecturing on Digital T-Levels and Level 3 BTEC Applied Computing with a focus on Data and Programming. Development of a Digital UX degree apprenticeship.

### STUDENT TEACHER | CALDICOT SCHOOL, CALDICOT, WALES | APRIL 2021-JUNE 2021

Role responsibilities: Teaching Years 7, 8, 9, 10, and 12 Computer Science and IT; Teaching Year 12 Business. Using formative assessment and summative assessment for end-of-year grading.

### STUDENT TEACHER | KINGSMEAD SCHOOL, TAUNTON | NOVEMBER 2020-APRIL 2021

Role responsibilities: Preparing and teaching remote and in-class learning for Years 7, 8, 9, and 10. Extra-curricular 'Wii Wednesdays' during lunchtimes. Assisting with a set tutor group.

## VOLUNTEERING

### EDUCATIONAL SPEAKER | CATS PROTECTION | SEPTMEBER 2023-PRESENT

Role responsibilities: Ambassador for Cats Protection, raising awareness of the charity, enhancing children's understanding of feline welfare, and providing information sessions for local groups.

## QUALIFICATIONS AND LICENSES

Enhanced DBS check (with update service)  
Full driving license

Awarded by: DBS/Gov.uk  
Awarded by: DVLA

## HOBBIES & INTERESTS

Programming & Software engineering, Video Gaming, Contemporary Technology, Researching, Puzzle games, Managing Online Communities, AI research, Arduino, Card Games, and Animals.

## PROFESSIONAL BODY MEMBERSHIPS

British Computer Society	-	Professional membership
Institute of Engineering and Technology	-	Professional membership

## REFERENCES

*Academic References available on request*