

JACKSON TURNER

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Personal Statement

Versatile and driven programmer with experience in C#, C++, and strong knowledge of Object-Oriented Design principles. Particularly interested in areas such as game development, simulation programming, and tools development, with a passion for creating systems like particle simulations and game engines.

Education

Bachelor of Science | Computer Science | University of Hull | 2024

BTEC Level 3 Subsidiary Diploma | IT | Wyke Sixth Form College Hull | 2020

Work Experience

AI Training Data Specialist | Data Annotation | February 2025 – present

Responsibilities:

- Evaluate AI-generated code in a variety of languages including C#, C++, and more, to ensure accuracy, efficiency, and adhere to best coding practices.
- Collaborate with other engineers to assist in dataset preparation and quality control for AI models.
- Identify and analyse AI response failures, and categorize failure types for improved model training.

Production Operator | HAWK Furniture | November 2024 – May 2025

Responsibilities:

- Demonstrate strong attention to detail by matching parts, quantities, and labels to their corresponding orders with accuracy.
- Quality assurance, verifying that all packages include the correct parts and fittings necessary for assembly.
- Collaborate with team members and other departments to fulfil orders in a timely manner.

Data Entry Operator | PA Media | October 2019 – present

Responsibilities:

- Provide live updates for multiple sports games simultaneously while continuing to thoroughly check that the updates are correct.
- Coordinate with consultants at the sports games and cross-referencing this information across multiple sources to ensure data is correct.

Projects

- **Custom Game Engine & FPS Maze Game** - (C#, Entity Component System)
Developed a custom game engine from scratch using an ECS architecture, with a playable first-person shooter maze game as a demo.
- **VR Distance Perception Study** - (C#, Unity, Meta Quest)
Created a VR application to study how users perceive distance in virtual environments using Meta Quest.
- **Portfolio Website** - (HTML, CSS, JavaScript)
Built a responsive and accessible portfolio site to showcase personal projects.

Technical skills

- **Languages:** C++, C#, Python, Rust, Java, CUDA, JavaScript, HTML, CSS
- **Programming Concepts:** Object Oriented Programming, Multithreading, Parallel Processing
- **Tools & IDEs:** Visual Studio, VS Code, GitHub, Git, CMake