

Hunter Jay

+61 422420037

hunter@hunterjay.com

Sydney, Australia

[linkedin.com/in/hunterjay/](https://www.linkedin.com/in/hunterjay/)

hunterjay.com

github.com/HunterJayPerson

simplythought.substack.com

PROJECTS & COMPANIES

Australian AISI

2026 - Present

AI Risk Specialist, EL1

I am an AI Risk Specialist (EL1) at the Australian AI Safety Institute (AIS). The AIS is focused on measuring and informing the Australian government about current and upcoming risks from AI, and contributing to the reduction of those risks.

Integuide

2025 - 2026

www.integuide.com

CEO & Software Engineer

Integuide is a small AI startup, funded by Startmate in 2025. Its goal was to integrate AI into existing maintenance and repair systems to guide technicians through complex processes, but today merely maintains the 'QA Bot'. It had two main projects:

1. A 'QA Bot', which is an agentic harness for Claude, which allows many AIs in parallel to define user flows on websites and then test them the way a user would. It's intended to be triggered automatically on PRs for software projects, and spun out of a need that I found on internal projects.
2. A wearable AI assistant, which is designed to see and hear (and record) work that people do, analyse it asynchronously, and then use this stored information the next time similar problems are encountered by the next worker.

I was one of two cofounders, and did a mix of software engineering and strategy work.

SASS

2025 - Present

www.sydneyaisafetyspace.org

Director (Volunteer)

The Sydney AI Safety Space (SASS) is a volunteer-run and donation-supported coworking space. It provides free office space for people working in the field of AI safety, and currently has 17 members.

I am the director of the space, and am responsible for its continued operation. With the help of other volunteers, I succeeded in receiving grant funding from the AI Safety Tactical Opportunities Fund in the US.

We've also hosted several events, including the Sydney AI Safety Fellowship, a local chapter of the Apart Research AI Control Hackathon, and guest speakers from frontier labs.

Vow

2024 - 2025

www.eatvow.com

Software Engineer (Contractor)

Vow makes cultured meat, growing food from animal cells without the cruelty of factory farming.

I was brought in as a software engineer contractor (for nine months) to write control software to help bring a new bioreactor online. The system was written in python, and my contributions were primarily in refactoring earlier prototype code into a stronger, production ready system, and on working with the process engineers to develop requirements specific enough to be programmed and deployed for production, for example, working out under what conditions a particular valve should open or shut.

At the end of my contract, Vow had begun selling cruelty-free meat grown by this bioreactor to consumers inside Australia.

Ripe Robotics

2019 - 2024 (Acquired)

www.riperobotics.com

CEO & Systems Engineer

I cofounded Ripe Robotics to automate agriculture (and to make sure superintelligent AI is developed safely*). We developed apple and stone fruit picking robots - designing, building, and operating the full system in-house.

I worked directly on everything from writing software, training vision models to recognise apples on trees, designing and assembling hardware for robotic arms, and working with commercial farms to trial the system. The company's IP and assets were ultimately acquired by a firm in Europe.

Psykinetic

2018 - 2019

www.psykinetic.com

Software Engineer

Psykinetic develops applications based around eye-tracking for use by people with disabilities. I worked as a C# developer on low level bug fixes.

My most notable work while there was developing a system which improved the accuracy of the eye-tracking by automatically calibrating during use, based on the assumption that when users look at a button they are looking at the *centre* of the button -- which allowed me to treat the difference between that point and the tracked eye position as an error we could cancel out.

FlagWars

2017 - 2018

[Gameplay Trailer](#)

Software Engineer

I developed a multiplayer online battle area mobile game which was featured on the Apple App Store. The game let you directly command a small army against another player online in real-time, and was built in C# on the Unity Game Engine.

I did this work under a charity structure -- the purpose was to raise money for research into AI alignment.

SKILLS

- Executive management & leadership, project & operations management across multiple sites.
 - AI & Machine Learning (primarily Python w/Pytorch, Numpy, etc)
 - Experience with transformers and CNNs, including training new vision models from scratch.
 - Web Development (Javascript, HTML, CSS)
 - Game development (w/Unity, C#)
 - This is relevant for AI benchmarking and RL.
 - Robotics Software Development (Python w/ROS2)
 - Mechanical Engineering & Design (w/Solidworks CAD)
-

FORMAL EDUCATION

Bachelor of Science (Computer Science) - University of Sydney (2018)

- Two years of Physics & Mathematics before switching to CS to focus on AI.

Deep Learning Specialization - *deeplearning.ai* (2019) (via *Coursera.org*, 16 week online course)

Self-Driving Specialization - *University of Toronto* (2019) (via *Coursera.org*, 18 week online course)

Machine Learning - *Stanford University* (2018) (via *Coursera.org*, 11 week online course)

Higher School Certificate - *St Marys Senior High School* (2013)

- School Captain, Class of 2013

OTHER EXPERIENCE

- Ranked 8th out of 413 in AI progress for 2025 in the AI Digest Survey. (<https://ai2025.org/>)
 - Essays at [Simply Thought](#)
 - Director at [Lyptus Research](#)
-

REFERENCES

[Redacted references]

**And I can prove it! In this [document](#) from 2019, my naive self explains why this is a "good" way to make sure that when superintelligence is developed, it is friendly.*

17/04/2026