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PROJECTS & COMPANIES

Integuide www.integuide.com
2025 - Present CEO & Software Engineer

Integuide is a small AI startup, funded by Startmate in 2025. Its goal is to integrate AI into existing maintenance and repair systems to guide technicians through complex processes. It has 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 am one of two cofounders, and do a mix of software engineering and strategy work.

SASS www.sydneyaisafetyspace.org
2025 - Present Director (Volunteer)

The Sydney AI Safety Space (SASS) is a volunteer-run and donation-supported coworking space based out of the Sydney Knowledge Hub at the University of Sydney. It provides free office space for people working in the field of AI safety.

I am the director of the space, and am responsible for its continued operation. With the help of other volunteers, I applied for grant funding from various orgs and eventually succeeded via the AI Safety Tactical Opportunities Fund in the US. I run fortnightly coworking bees to maintain and promote the space as a coworking hub, and we've hosted several events and programs, including The Technical Alignment Research Accelerator (TARA) and the Sydney AI Safety Fellowship.

Vow www.eatvow.com
2024 - 2025 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 www.riperobotics.com
2019 - 2024 (Acquired) 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.

AI Fiction Project
2021 - Present Software Engineer

I run a small website for generating and publishing stories co-written by AI. A small hobby project, I am the sole programmer maintaining the system, which has grown rapidly as the quality of writing produced by AI has improved.

It supports about 10,000 accounts at time of writing, and earns approximately \$70k ARR, up 6x in the past 12 months.

Psykinetic www.psykinetic.com
2018 - 2019 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 arena 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. Ranked 1st in the 'Revenue' subcategory. (<https://ai2025.org/>)
- Essays at [substack.com/@simplythought](#)
- Stage Hypnotist, at Arts/Tunes/Talks (Sydney, 2017) & Wi3rd Festival (Canberra, 2016)
- Filmmaking, several short films & web series (2010-2017)
- Previous work as a STEM Tutor, Video Editor, Kids Entertainer, Actor, Drag Queen, and Fast Food cook.

REFERENCES

