

Hunter Jay

+61 422420037 hunter@hunterjay.com Sydney, Australia

[linkedin.com/in/hunterjay/](https://www.linkedin.com/in/hunterjay/) github.com/HunterJayPerson simplythought.substack.com x.com/HunterJayPerson hunterjay.com**PROJECTS & COMPANIES****Vow** (www.eatvow.com)

2024 - 2025 (Ongoing Part-Time Contract)

Software Engineer

Vow makes cultured meat, growing food from animal cells without the cruelty of factory farming. I am contracting with them to help automate the manufacturing process.

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 picking robots - designing, building, and operating the full system in-house. As the CEO and founding engineer of a team of four, I worked directly on everything from writing software to picking fruit and assembling machinery. The company's IP and assets were ultimately acquired by a firm in Europe.

AI Fiction Side Project

2022 - Present

Software Engineer

I run a small website for generating and publishing stories cowritten by AI. It supports about 3500 MAU at time of writing, and earns approximately \$24k ARR.

Psykinetic (www.psykinetic.com)

2018 - 2019

Software Engineer

Psykinetic develops applications based around eye-tracking for use by people with disabilities. I mainly worked as a C# developer as part of a larger team.

FlagWars ([Gameplay Trailer](#))

2017 - 2018

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. It was originally intended to raise money for AI alignment under a charity structure.

References available on request.

*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.

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#)
- Robotics Software Development (Python w/ROS2)
- Mechanical Engineering & Design (w/Solidworks CAD)
- Fundraising & grant writing.

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

- Director at Sydney AI Safety Hub (present)
- Essays at [@simplythought](https://simplythought.substack.com)
- 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.