

## Hunter Jay

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## PROJECTS & COMPANIES

### Integuide

[www.integuide.com](https://www.integuide.com)

2025 - Present

CEO & Software Engineer

Integuide integrates AI into existing maintenance and repair systems to guide technicians through complex processes. I am hopeful we can make progress on AI reliability & control, and contribute in some way to building safe superintelligence.

### Vow

[www.eatvow.com](https://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 contracted to write bioreactor control software.

### Ripe Robotics

[www.riperobotics.com](https://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. 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 \$36k ARR.

### Psykinetic

[www.psykinetic.com](https://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.*

## 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](https://www.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 [substack.com/@simplythought](https://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.

*\*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.*

26/06/2025