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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

www.integuide.com

2025 - Present

CEO & Software Engineer

Integuide is a company structure holding several independent projects, including:

1. [Integuide AI News](#) - A daily newsletter which collates the most important news each day from an ASI-pilled lens.
2. [QA Bot](#) - An automated QA tester for web development, which spins up many agents in parallel to pen test public websites. Intended to be used as an automated deploy step.
3. [By Your Hand](#) - An alternative history simulation game¹, where you play as King Charles I and attempt to rule England in the 1600s without being beheaded.
4. [Wearable](#) - A now-defunct project which had attempted to produce a wearable AI assistant, designed to record physical work, analyse it asynchronously, and then use this information directly the next time similar problems are encountered by the next human or robot.

I co-founded the company with [Slava Chalnev](#).

SASS

www.sydneysisafety.space

2025 - Present

Co-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 25 members.

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

I am the co-director of the space with [Zac Broeren](#), and am responsible for its continued operation. We have been primarily funded by the AI Safety Tactical Opportunities Fund.

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 safely²). 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

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,

¹I hope to turn this into a forward looking scenario, playing through the late 2020s.

²And 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.

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 [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 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

- Project management & operations 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)

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 forecasters predicting AI progress in 2025 on the [AI Digest Survey](#).
- Essays at [Simply Thought](#).
- Director at [Lyptus Research](#).

REFERENCES

