

Zak Mansuri

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Currently enrolled in one of the highest ranked computer science programs in the country (graduate 2025). Equipped with industry experience in machine learning and full-stack development. I have studied both mathematics and computer science at university where my academic achievements have been consistently outstanding. To learn more about my background and experience please visit my website zakmansuri.com.

EDUCATION

BSc Computer Science, University of Bristol

Sept 2022 – Aug 2025

- **Expected Degree Classification:** First Class
- Appointed as a teaching assistant by the Computer Science department at the university. I was chosen for my outstanding grades in first year and ability to explain challenging concepts.

BSc Mathematics, University of Edinburgh

Sept 2019 – Aug 2021

- **Achieved:** DipHE **Exam Grades include –** APPS: 83% SVCDE: 84% Logic 1: 100%

Merchant Taylors' School - Crosby

Sept 2012 – Aug 2019

- **A-level:** Mathematics (A*), Further Mathematics (A*), Biology (A*)

EXPERIENCE

IBM | Bristol

Year in Industry - Software Development

Sept 2023 – Present

- Developing **Augmented Reality** enhanced mobile application for **IBM's** Galasa documentation, using **Swift** and **Reality Composer** to generate augmented diagrams to facilitate learning.
- Integrating **AI Assistant** to provide real-time answers to user queries, personalising user experience.

Gorilla Games (CRG) – Start-up | London

July 2023 – Aug 2023

Internship - Software development

- In a small team utilized **Python** to develop and implement **backend logic** for Gorilla Games' online gaming platform, resulting in the successful delivery of cutting-edge software to customers in **2 countries**.
- Maintained robust **SQL database**, effectively managing user profiles, game progress, and in-game transactions, ensuring data integrity. My contributions added to the platform's scalability, responsiveness, and overall performance.

Data Template | Bangalore

Aug 2022 – Sept 2022

Internship – Machine Learning and Deep Learning

- Employed **Python** within an **AI** and **Machine Learning** team to train computer systems to perform real-time monitoring of runways at BLR airport, enhancing debris detection capabilities.
- Gained valuable experience by shadowing an engineer in the development of speech recognition software leveraging **deep learning** techniques.

PROJECTS

Game Development – Scotland Yard

Jan 2023 – April 2023

- Developed digital version of the board game Scotland Yard on **IntelliJ** using **Java**.
- Designed an AI Bot to play. I implemented methods such as **minimax** and **alpha beta pruning** to optimise the bot's performance.

Utopian World Simulation – Hackathon

Feb 2023

- Employed **C#** and **Blender** to develop a utopian world simulation that emulated real-world environments.
- The simulation also **dynamically** adjusted to varying political ideologies and societal elements.

Personal Website

Nov 2022 – Jan 2023

- Using self-taught skills, I created a personal website using **HTML/CSS** and **JavaScript** - zakmansuri.com

SKILLS

Technical: GO | Java | ReactJS | Python | C | C# | Swift | Haskell | SQL

Social Media – Artificial Intelligence

- Create and share videos on social media discussing both technical and philosophical aspects of artificial intelligence. I have acquired **thousands** of viewers demonstrating my ability to communicate complex concepts effectively.
- Successfully monetize my online presence by obtaining sponsorships, generating **hundreds** of pounds of revenue.

Achievements

- Won the Davies Prize for Mathematics (Best mathematician of **160 cohort**)
- Lead team for G20 Summit at **Harvard University** to develop, negotiate and present policy proposals to **audience of 2000**
- Hockey (North England), Cricket (Lancashire Schools)