






# Hazel Shanks

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## Education

- 2020–2024 Bachelor of Science in Computer Science and Philosophy,  
University of Canterbury
- 2017 Certificate in Not-for-Profit Admin and Management,  
Hagley Community College

## Recent projects

- Android-GFX Porting previous raymarching shader project to Android.  
Xamarin, GLSL, C#, Android, basic OpenGL. Rendering with signed-distance fields, Blinn-Phong shading.
- Synthesizer Electronic musical instrument development.  
Bare-metal firmware development in Rust. Hardware interfacing. ARM STM32, AVR, basic bread-board audio circuit development, reading datasheets. Basic DSP.
- Fanficfare Contributed the fiction.live adapter to the fanficfare story downloader, adding new content source by reverse-engineering the site.  
Python in large legacy open-source project, JavaScript API reversing, EPUB / HTML + CSS.
- SVGEN Narrative game supplement documents, generated programatically.  
SVG + HTML + CSS all generated from Common Lisp script, wrote basic XML/SVG output library.  
Game development & balancing.
- LLVN-WIP Ongoing game development for a visual novel with characters powered by a local AI.  
Rust, Bevy, scripted with Scheme, various local LLMs, llama.cpp. More gamedev and balancing.
- AI meetup presentation Presented to 100+ people at the Chch AI Meetup (July '25) on the current capabilities of AI Agents (mid-2025), through the lens of the "Claude Plays Pokemon" public experiment.  
LLM capabilities literature review, writing slides & public speaking.

## Experience

### Miscellaneous

- 2015–2017 Office Manager, Aspiehelp, Christchurch  
Administration & bookkeeping for Chch autism peer-support charity (part-time role).
  - Reworked financial reports for new-in-2015 Charities external reporting standards.
  - Consolidated branding.
  - Managed newsletter.
  - Maintained cashbook & internal monthly financial reports.
  - General reception duties.

## Technology skills

Coding	<div><div></div><div></div><div></div><div></div><div></div></div>	Rust	Personal projects & self-motivated learning.
	<div><div></div><div></div><div></div><div></div><div></div></div>	Python	Open-source contribution, extensive use at Uni.
	<div><div></div><div></div><div></div><div></div><div></div></div>	C	Some familiarity, use at Uni.
	<div><div></div><div></div><div></div><div></div><div></div></div>	C#	Some mobile dev, graphics.
	<div><div></div><div></div><div></div><div></div><div></div></div>	Common Lisp	Very comfortable, self-taught.
General	<div><div></div><div></div><div></div><div></div><div></div></div>	Git	Used on many projects, can solve problems.
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## General skills

- Excellent problem-solving skills, including software debugging experience.
- Powerful general computing skills & understanding, including formal CompSci study to undergrad level, decades of desktop tinkering, some electronics and embedded development, and command-line familiarity.
- Good background in desktop computing generally, including experience with desktop configuration, and office software (such as spreadsheets and desktop publishing).
- Quick learning of new technologies and adaptation to new workflows.
- Attention-to-detail, especially for interfaces both user and API.
- Strong aesthetic sense, interest in generative visual and audio art.
- Talented at technical writing and clear, direct communication.
- Experience with visual art and graphic design, especially for vector graphics.

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## Interests & hobbies

AI	Obsession with SotA capabilities, tracking releases, hype vs bubble vs doom.
Karate	JKS-style traditional Shotokan.
Synthesizers	Hardware, bass monosynth & music production. Some modular synthesis.
PC customization.	Home desktop is handbuilt gaming PC with customized Linux install.

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## Character References

**Rose Willis**  
Trader,  
MagicAtWillis

**James Luhrs**  
Project manager,  
Weathershield Windows + Doors

**Contact details  
by request.**