

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

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.

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.
- High attention-to-detail and precision.
- 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 vector graphics.

Recent projects

- Research
comms on AI Presented five times to the Christchurch AI Meetup group, the Christchurch AI Safety group, and at the AISAINZ 2026 conference, to up to 100 people, on topics including: long-running agent evaluations, X-risk, NZ's position on geopolitics of AI, and identity in LLMs. LLM research literature review, science summarization, writing slides & public speaking to crowds.
- fracturize Fractal renderer with 3d IFS and grainy point-cloud aesthetic. Realtime 3d rendering in Rust, EGUI user-interface, WGPU, fractals & spatial transforms. Claude Code.
- prereq The prereq.cards Grand Archive TCG card search & price aggregation website. Rust, low-JS full web stack (assisted), web scraping, cloud deployment, visual design, UI testing, web admin for live site. Claude Code.
- 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, scripted with Scheme, various local LLMs, llama.cpp. More gamedev and balancing.

Interests & hobbies

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

Character References

Contact details by request.

Emma Humphrey
Community Manager,
AI Safety Australia
& New Zealand

Rose Willis
Trader,
MagicAtWillis

James Luhrs
Project manager,
Weathershield
Windows + Doors