Riley Hutton

Durham/Lancaster, UK rileyhutton7@gmail.com +44 7796 848955

 rileyhutton.com   in rileyhutton   rileyhutton

Summary

Adaptable third-year Computer Science MEng student experienced in developing software, hardware, and full-stack web systems. Recognised for initiative, teamwork, and an ability to deliver high-quality, outcome-focused solutions through award-winning projects and a commitment to learning and continuous improvement.

Languages: C++, Python, Java, PHP, SQL, Haskell, HTML/CSS/JavaScript/TypeScript
Technologies: Git, React, Vue.js, Express, Django, Arduino/ESP, JUCE (audio processing), MQTT, general electronics
Infrastructure: AWS, Azure, Docker, Linux, Apache/Nginx, Vercel, Networking, Neon, Prisma, SQLite, PostgreSQL

Education

Durham University   *Oct 2023 – Jun 2027*
MEng in Computer Science (on track for First Class Honours, Graduating 2027)

- **Coursework:** Social Platform (Express/JS), Real-time Audio Processing (C++, JUCE), AI Search Algorithms, Image/Video Processing (openCV, python, C++), Internal Expense Tools (django, React, azure),
- **Collingwood College Tech Manager:** Oversaw AV and lighting operations for college events, coordinating a team of technicians, equipment logistics, and partnerships with external production companies.
- **Awards**: Durhack (Marshall Wace Chain of Events Prize, Hackathons UK Prize, 2nd Place Overall)

Lancaster Royal Grammar School   *Sept 2016 – Jun 2023*
A-Levels - Maths, Further Maths, Computer Science & Physics

Experience

DevOps Work Experience   *Lancaster*
Accessplanit   *Aug 2022*

- Developed internal tools to streamline migration to a new testing documentation format (JS)
- Contributed to project management, issue tracking and documentation in JIRA and Confluence

Event Technician   *Lancaster*
Lancaster Grand Theatre & Durham University & Freelance   *Sept 2021 - Current*

- Developed bespoke software and hardware solutions, including game show graphics with biometric data, reactive set pieces, and custom FX control systems. (C++, HTML/JS, nodeJS, NDI, Networking)
- Engineered seamless live AV experiences for large audiences across diverse productions, operating and integrating professional touring-grade systems under tight deadlines.
- Led teams and resolved technical issues in high-pressure environments, coordinating with stakeholders to maintain safety, reliability, and quality.
- Managed the rollout and maintenance of Lancaster Grand's membership software, importing and quality assuring legacy databases, working closely with key stakeholders and providing support to volunteers.

Projects (GitHub)

Interactive Traffic Light: Allowed simultaneous multi-user control of a decommissioned traffic light using custom hardware (C++) and IoT protocols (MQTT); Project featured on Tom's Hardware and The Pi Cast .

Pipeline of Peril (Hackathon, Prize Winner): Created a multi-stage data pipeline integrating email, QR codes, servos, morse code, computer vision and more demonstrating varied and creative methods of data transmission. (C++, Python, OpenCV, JS) **Awarded Marshall Wace Prize and Hackathons UK Prize.**

DurCraft (Hackathon, Prize Winner): Developed a computer vision system to represent the physical locations of real people in a virtual video-game representation of the space. Presented to 300+ Attendees. **Awarded 2nd Place Overall.**

Interests

Music production/performance in function bands, skiing, mountain biking, 3D printing & hobby electronics, cinematography/drones