

Jonathan Hobman

AI Systems Builder & Technical Generalist

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PROFILE

AI systems builder and full-stack developer with 3.5 years in commercial games and recent independent work shipping agent workflows, automation systems, and 3D/AI products. Strong at turning messy ideas into working prototypes, connecting models to tools, and improving reliability through better process, testing, and iteration.

CORE STRENGTHS

R&D · AI Tooling · Agent Workflows · Model Orchestration · Rapid Prototyping · Python · TypeScript · React · Workflow Automation · Systems Thinking · QA Strategy · First-Time User Experience

EXPERIENCE

Independent Developer & Tech Consultant

Jun 2024 - Present · London, UK

Build AI-powered tools, automation workflows, and technical prototypes. Design systems around LLM routing, persistent context, external tool use, and workflow reliability. Take projects from concept through implementation, testing, and iteration with a strong bias toward shipping.

AI Agent Infrastructure

- Designed a multi-agent non-destructive memory architecture with persistence, single-writer isolation, and backup archives to maintain continuity and data security across sessions.
- Built multi-model routing across Claude, Gemini, Ollama, Codex, Grok, Groq, Abacus and Perplexity to balance cost, latency, and task complexity.
- Developed MCP servers and internal tooling connecting language models to desktop tools, automation pipelines, and external services.
- Implemented security guardrails: permissions hardening, audit logging, credential isolation, and prompt-injection defences.
- Built reusable skills and automation hooks for code review, research, security checks, context management, and quality-of-life improvements.

Dreams to Reality · github.com/Jonohobs/DreamsToReality · dreamstoreality.app

- Built an automated pipeline for extracting 3D models from PlayStation Dreams via video capture, frame extraction, segmentation, and reconstruction.
- Developed preprocessing tools for blur detection, frame deduplication, and view selection for production-ready reconstruction sets.
- Shipped automation scripts, Three.js model demos, and a React + FastAPI web interface — published as an open-source project with documentation and end-to-end workflow support.

Multiplayer Game Prototype

- Designing a real-time social voice game using React, TypeScript, Node.js, and WebSockets.
- Set up shared-package workflows and test harnesses for fast iteration across client and server code.

Quality Assurance Tester · PikPok

Oct 2019 - Apr 2023 · Wellington, New Zealand

- Helped ship 20+ games across mobile, PC, console, Netflix, and social platforms.
- Led testing across PlayStation, Nintendo, Xbox, Steam, Facebook Messenger, App Store, Google Play, Windows, and macOS.
- Developed test plans covering regression, compatibility, monetisation, networking, A/B testing, and end-to-end scenarios.
- Logged 500+ Jira issues and supported onboarding of new QA testers.
- Coordinated with programming, design, art, and analytics teams to improve quality and release readiness.
- Designed flagship gameplay features for Netflix's *Into the Dead 3* (in development).
- Voice acted in award-winning *Clusterduck*, a repeated Apple App of the Day winner.

Performer & Tech Operator · DreamWorks Tours: Shrek's Adventure

Nov 2023 - May 2024 · London, UK

- Delivered high-volume live interactive experiences performing 7 accents and characters daily.
- Operated show technology and communications systems in a public-facing environment.
- Created a shared knowledge resource to improve consistency and preserve effective performance material.

Teachers' Assistant · Vibe Teaching

Mar 2024 - Feb 2025 · London, UK

- Assisted in maintaining a safe and structured environment across London schools.
- Adapted to the needs of children and teens including those with special needs, promoting positive engagement between students and teachers.

Earlier Creative Experience

2011 - 2023 · Wellington, NZ & Sydney, AU

Immersive and traditional theatre — acting, directing and scriptwriting, stage management, and hospitality.

TECHNICAL EXPERIENCE

- **Languages:** Python, TypeScript, JavaScript, HTML, CSS
- **Frameworks:** React, Node.js, FastAPI, Vitest, Pytest, Tailwind CSS, Docker
- **AI & ML:** Claude Code, Codex, Ollama, Gemini, MCP, prompt engineering, model routing, agent workflows
- **3D / Graphics:** RealityScan CLI, COLMAP, OpenCV, Blender, Three.js, Gaussian Splatting
- **Game Engines:** Unity, Unreal Engine, Godot, Dreams (PlayStation)
- **Workflow:** Git, GitHub, Jira, TestRail, npm workspaces, cross-platform QA
- **Other:** Figma, DaVinci Resolve, Audacity, Canva

AWARDS

- Winner — NZ Games Festival, Games Culture Award (2023)
- Best Film — *Finding Jeremy* (Writer / Co-Director / Co-Editor), Bert Awards (2011)
- Judges' Choice — *Opening Night*, Short and Sweet Play Competition (2015)
- Best Comedy Scene — *Pyramus & Thisbe*, NZ National Sheila Winn Shakespeare Festival (2011)

OPEN SOURCE & COMMUNITY

- Active in open-source AI tooling communities, contributing practical guidance and reusable patterns around agent workflows.
- Participated in 11+ game jams across design, QA, programming, narrative, audio, and prototyping roles.
- Top-ranked Dreams creator in New Zealand (Level 82) — games, VR content, UI experiments, and interactive projects.

EDUCATION

Victoria University of Wellington · *Mar 2012 - Nov 2016*

BA (invited to honours) — Psychology, Scriptwriting, Journalism, Media, Ethics, Music Theory, Scenography

CERTIFICATES

- **UK Diploma in Digital & IT Skills** · *Aug - Sep 2025* — Python, Data Analytics, Digital Marketing, Finance, Networking, IT Support
- **VUW Entrepreneurship Bootcamp** · *Feb - Apr 2017* — scholarship, selected via business pitch audition for mentor-led startup programme