Alex Jones

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I was one of three on the founding team of a London gaming startup, from an idea in a pitch deck through to a raise at an eight-figure valuation, and built our internal AI tools. Before that I spent five years in operations at a precision-casting manufacturer. I've also shipped a few AI products of my own.

BUILDS

Built on my own, using Claude Code, Cursor and the Anthropic and OpenAI APIs.

worldcupmap.io - a live World Cup prediction map. You pick a winner and the map shows how fans in each country are voting, in real time. 4,262 people used it across the tournament with no paid promotion. Most of the growth came from share images people posted in their group chats. JS, D3.js + WebGL, Supabase, Vercel.

Golf Agent - you describe a bad golf shot in your own words and it works out the likely cause, then gives you one thing to focus on. I wrote the reference material by hand, plus 67 test questions to check its answers, including some it should refuse. It had the right cause in its top five 97% of the time and as its first choice 73% of the time, and it turned down every question it couldn't answer. Python/FastAPI, GitHub Actions, n8n, Docker.

QuoteFast - an AI quoting tool for UK plumbers that works over WhatsApp. A plumber sends a voice note describing the job and gets back a priced quote as a branded PDF. Python/FastAPI, Anthropic API, Speechmatics, WhatsApp Cloud API.

AJob - checks London startup careers pages twice a day. For token efficiency, a keyword filter and a cheap AI model screen every new job, and then a stronger one assesses the ones that get through. The results are delivered to me via email and it runs my current job search. Cloudflare Workers, TypeScript, Anthropic API.

Also: StreamReaper, which tells Valorant players when they've appeared in a Twitch streamer's match, and a football betting tool built on a third-party prediction feed that consistently made a profit on away wins and games with over 3.5 goals.

PROFESSIONAL EXPERIENCE

Founding Operator - Sunday League Entertainment, London Aug 2023 - Jun 2026

A football video game startup. I was there from the first three people through to a team of seven.

- Built the company's internal AI tools with Claude Code, starting with a team chat app. Its assistant sat in our group chat with a cheap-model gate in front of it, so it only spoke when it had something worth adding.
- Alongside it, a knowledge-base assistant that turned our documentation from mostly contradictory into the basis for our investor materials. One decision could contradict ten documents, so it checked them all, suggested fixes and waited for a person to approve them before anything changed.
- Built an AI voice assistant for investors using ElevenLabs. What it shared depended on how far along they were in the process.
- Learned motion capture from scratch: trialled providers (Captury, Move.ai), set up multi-camera rigs, ran sessions with multiple actors and cleaned up the animation in Blender for the developers.
- Picked up whatever else needed doing: sourcing suppliers and partners, coordinating projects, writing game design and brand documents, and helping with investor outreach and marketing.

Assistant General Manager - Alcar International, Scunthorpe Jul 2019 - Dec 2024

Family-run precision-casting and refractories manufacturer.

- Handled production planning, scheduling, supplier sourcing, JIT purchasing, stock control and customer relations.
- Managed raw-material logistics and personnel on the factory floor.
- Took over quality assurance and moved it from handwritten records into Excel, which saved a lot of time on the monthly QA report.

Founder - ONO Climbing Nov 2023 - Mar 2024

- Designed, sourced, made and sold a line of climbing clothing, and ran the branding and online sales.

Founder - IndexTips Apr 2019 - Mar 2021

- Ran an affiliate tipping business for the Football Index platform, analysing live games every day to feed the tips, with a community of 100+ members. I built the site and did the marketing myself.

SKILLS

- AI build stack: Claude Code, Cursor, Anthropic and OpenAI APIs, prompt design, agent and workflow design, RAG and hybrid retrieval, evaluation design, LLM triage pipelines.
- AI-assisted full-stack: TypeScript, JavaScript, Python (FastAPI), Next.js, Postgres/Supabase, serverless (Vercel, Cloudflare Workers, Railway), Docker, n8n, GitHub Actions, REST and OAuth.
- Operations & delivery: production planning, scheduling, supplier sourcing, JIT purchasing, stock control, QA reporting, process improvement, project coordination (ClickUp).
- Also: data analysis, investor communication, design tools (Illustrator, Midjourney), writing.

EDUCATION & INTERESTS

- BA (Hons) Business (Team Entrepreneurship), 2:1 - University of the West of England (2016-2019). Level 3 ILM Award in Leadership & Management (2018).
- Clay pigeon shooting - selected for the Lincolnshire county team, competed at inter-county level.
- Kinetic art - a hardware hobby (ESP32 firmware, pumps, circuit boards). I learn best by doing, and it's just a fun project.