



STEM PERSON
OF THE
WEEK

Jonah Loughlin

Graduate Software Engineer

Jonah creates computer programmes to develop software tools that help scientists understand the results of their experiments. Jonah's journey into coding began when he was **curious** about unlocking new items in the video game Minecraft and learning how to write computer commands. His **creativity**, which started from making music on his computer, now helps when he designs the look of new websites. Jonah must be **organised** when taking detailed notes and balancing lots of different projects at the same time.

Creative

Curious

Organised



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