

Tim Birger Tejsner | Curriculum vitae

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Recent MSc graduate in mathematics and physics. I have a broad scientific interest in both disciplines and a preference towards applying them in interdisciplinary contexts. I'm driven by the methodology of mathematics and physics more than any specific area of research or application.

Skills

Personal:

- Outgoing. I thrive in the company of others and excel at collaborative work.
- Quick Learner. I am observant and good at picking up fundamentals in unknown territory.
- Analytical. I am thorough and logical when approaching a problem.
- Creative. I have a knack for thinking outside-the-box and attacking problems from several angles.
- Good communicator. I am experienced in conveying complicated subjects in a clear and precise manner.

Technical:

- Programming/data analysis: Python (experienced), Octave/Matlab (experienced), C# (basic knowledge).
- Experienced user of Windows, Linux, MS Office.
- Other: \LaTeX , Inkscape, Unity3D, GIT.

Professional:

- Mathematical modelling & Computer Simulations: Differential equations, molecular dynamics.
- X-ray and neutron scattering: Theory and experiment.
- Lab experience: Primarily beamlines. Some experience in general chemistry/physics.
- Data analysis.

Languages:

- Danish: Mothertongue
- English: Fluent

Employment

Roskilde University

\LaTeX Course Supervisor

Feb 2016

Supervised a \LaTeX course for new students at Roskilde University. I created the course material in the form of exercises and helped the students typeset their technical reports.

Roskilde University

Teaching Assistant, Calculus

Oct 2014

Helped run a first-year course in calculus for natural science students. Assisted students with exercises, corrected their take-home assignments, presented material and conducted the exam.

Roskilde University

Student Helper, IT-department

2011–2014

General IT-support for members of the administration at RUC. Occasionally manned the central helpdesk phone covering the entire university. Helped plan and perform IT-presentations for new students.

Roskilde University

Teaching Assistant, Calculus

Oct 2013

Helped run a first-year course in calculus for natural science students. Assisted students with exercises and corrected their take-home assignments.

Education

Roskilde University

MSc in Mathematics and Physics

Nov 2015

Roskilde University

BSc in Mathematics and Physics

Jun 2012

Niels Bohr Institute

Summer School in X-ray and Neutron Scattering Physics

Aug 2012

Master's Thesis

Title: *Structural Changes in Cylinder-Forming PS-b-PB During Solvent Vapor Annealing*

Supervisor: Dorthe Posselt

Description: Under the supervision of Dorthe Posselt, I performed experiments and data analysis on thin films of the diblock copolymers. The experiments were performed at the D1 beamline at CHESS, Cornell University. I was primarily tasked with analysing the large amounts of data that these experiments generate and my work resulted in a set of data analysis tools for future time-resolved GISAXS experiments. In order to better understand the data, scattering spectra were modelled using the BornAgain software package.

Scientific Talks

Roskilde University

Diblock Copolymers

Nov 2015

Joint talk with Dorthe Posselt held for the Mathematics and Physics group (IMFUFA) at Roskilde University. My part of the talk dealt with the data analysis performed in my master's thesis.

Niels Bohr Institute

Scientific Concepts of Scattering Physics

Aug 2015

Talk at a summer school I also attended two years prior. The topic was general concepts of length and time scales and their relation to X-ray and neutron scattering.

Leisure

University Life: During my time at Roskilde University, I was invested in a number of extracurricular activities. This includes tutoring, member of the mathematics study board, presentations at high schools and organizing food at larger social events. These experiences have given me organizational skills, a strong sense of responsibility, confidence in public speaking and the ability to work well in a collaborative environment.

Programming: I have had an interest in computers and programming since I was very young. I tend to have small, personal projects lined up at all times and I am an avid user of projecteuler.net.

Gaming: Playing video games have always been a passion of mine. I enjoy the puzzling, challenging nature of a well-crafted game. In addition, I have started to experiment with game-making myself, through the use of Unity3D and UnrealEngine.

References

- o Dorthe Posselt (master's thesis supervisor)
- o Tinne Hoff Kjeldsen (teaching assistant employer)

Detailed contact info given upon request.