

Iain Majer

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I am a Computer Scientist, with interests in machine learning, physics simulations, and backend software engineering. I also possess a full UK Drivers license.

EDUCATION	Cardiff University	2013 – 2017
	Computer Science BSc (2013 - 2016 First Class Degree) Web Applications, Architecture and Operating Systems, Object Oriented Applications, Algorithms and Data Structures, Artificial Intelligence, Computer Vision, High Performance Computing	
	PhD (2016 - 2017 Unfinished) Research into image registration techniques and their use with Neuroscience for determining the movement of the brain	
	Walton High School	2005 – 2013
	GCSE and A Level A Levels: Maths (A), Physics (B), Further Maths (C) Extended Project: Taught myself C# and made a Text Based game. GCSEs: Maths (A*), Science (2x A), ICT (3x B)	
EXTRA CURRICULAR	Supervisor for Undergraduates	2016 – 2017
	Cardiff University Supervised multiple modules held at Cardiff University in Computer Science, including a group project module where I had to help guide a group of undergraduates through the module, and review their ability and progress.	
	Cardiff University Archery Society	2015 – 2017
	Cardiff University I spent many hours representing Cardiff University in Archery along with helping run the club as Treasurer and Wellbeing Officer. In the time I was Treasurer I have helped the Club gain Gold Teir status, this has allowed the club to progress, expand, and be given more opportunities.	
	Pi Shop	November 2014 – 2015
	Butetown Youth Pavilion Helped a charity organisation run Python programming lessons for 11-16 year olds.	
	Disrupt Europe Hackathon 2014	18 Oct 2014 – 19 Oct 2014
	Old Billingsgate, London, UK I entered in a team of 5 to create a Web App that takes your lecture notes from Evernote using their API and quizzes you on the contents, and links you to relevant resources online. I then personally presented this the next day on stage and live stream.	
NOTEWORTHY PROJECTS	Portfolio	
	http://iainvm.github.io/ My Personal Website, using Python and Jekyll, for displaying all Personal Projects. Any Updates, Planning Documents, and Problem Solving I did with each project.	
	Neural Networks and their Ability to Improve Artificial Intelligent Go Players	
This was my final year disertation, where I designed, created and tested two AI that I had created to play the board game called Go, one of the AI was augmented with a Neural Network which I was testing to see how this changed it's relative ability in skill.		

**TECHNICAL
SKILLS**

Programming Languages:

High Experience: Java, Python, C#

Experience: GoLang, C++, Pascal, LUA, JavaScript, PHP, SQL

Used: Visual Basic, Assembly, , LUA, FORTH, Shell

Libraries and APIs:

XNA, LWJGL, openGL, Evernote API, MatLab

Tools:

Git, Atlassian, VSCode, IntelliJ, make, ssh

INTERESTS

Programming, Archery, Game Design, Artificial Intelligence

REFERENCES

Dr Matt Morgan

Personal Tutor

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