

Jeet Thakwani

+44 7787 876527

jeeetucl@hotmail.com

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Education

University College London (UCL), Meng Computer Science

London, UK

Relevant modules: Discrete Mathematics, Algorithms, Theory Of Computation,

2024 – 2028

Object-Oriented Programming, Programming in C, C++, Haskell, Java, and Python

Vibgyor High, A Levels

Vadodara, India

A*A*A*A in Physics, Chemistry, Further Mathematics, and Mathematics

2022 – 2024

Awards and Achievements

- Represented Ghana at the **International Mathematical Olympiad (IMO)** 2023.
- **Ranked 1st** at the Ghanaian National Math Olympiad (MISE Solve-A-Thon) for **three consecutive years**.
- **Honourable Mention** and **First Runner-up Team** at the South African and Indonesian Int'l Math Competitions for **three consecutive years**.
- Achieved **Distinction** and ranked **3rd** in India for Euclid Mathematics and Canadian Computing Contest.

Technical Experience

Jane Street FTTP, Spring Week

London, UK

Spring Week Participant

April 2025

- Selected to participate in Jane Street's FTTP, a one-week program focused on trading fundamentals, market-making, and quantitative problem-solving.

Loby, A Roommate Matching App

London, UK

Software Engineering Intern

Nov 2024 – Feb 2025

- Developed and trained an **XGBoost model**, achieving 99% performance across all key metrics.
- Improved testing with **Flask API** coverage, collaborating in an **AGILE** environment.

TLUPS - Mathematical Association of America

International

Research Intern

Sep 2023 – Feb 2024

- Developed an **evaluation function** for a Genetic Algorithm in AI-driven team selection for a research proposal.

Leadership & Teaching

Lead Department Representative, Computer Science

London, UK

University College London

Sep 2023 – Present

- Overhauled the Discrete Mathematics module, resolving four years of ongoing issues.
- Facilitated feedback between staff and peers to address concerns transparently.

MISE

Accra, Ghana

Mathematical Olympiad Teacher

Feb 2023 – Mar 2023

- Mentored Ghana Junior Math Olympiad finalists in advanced problem-solving techniques.
- Taught Algebra, Geometry, Number Theory, and Combinatorics for 8 hours daily.

Projects

Time-Based Image Decryption Algorithm

- Implemented a **delayed decryption** technique using **modular squaring**, ensuring images unlock after a set time period.
- Visualized decryption with a **boids-based** simulation.

Connect 4 - 3D with AI

- Built a 3D Connect 4 game in Unity, learning **C#** and camera control with Quaternions.
- Designed and implemented a **Minimax AI** optimized with a Genetic Algorithm, achieving a **99%** win rate against an AI bot sourced from GitHub.