Kevin Deniz Bhupal

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Skills & Achievements

- Programming Languages: Python, C, C++, SQL, Java, Prolog, OCaml, GLSL, SystemVerilog, GDScript.
- Experience in GitHub, Docker and Linux (Bash, iptables). Huge supporter of FOSS.
- GameDev:
    - o Experienced with Unity 2D, Blender, proficient at Godot. Learning Unreal Engine.
    - o Won Most Popular Award in Cambridge GameJam with team of 4 using Unity:
        - Learned Tilemaps and level designing in Unity 2D,
        - Working with a team and using GitHub for versioning,
        - https://itch.io/jam/camgamejam/rate/1923257
    - o Independently rebuilt the entire game in Godot, enhancing it with upgraded graphics:
        - Learned how Normal, Specular Maps work and using Laigter to help generate and paint them,
        - Tweens and animations,
        - A Node based approach to game-development,
        - https://koalmine.itch.io/inferno-rising-hd
- Maths, have achieved the following awards:
    - o UKMT Senior Maths challenge 106/125, gold medal, best in year.
    - o Sat the BMO challenge (year 13).
    - o Achieved top 5% and best in year in Senior Kangaroo, gold medal (year 12).
    - o Waterloo Fryer Maths challenge with score 38/40, best in school year and 125th globally (year 8).
    - o Achieved top 3% in Kangaroo Kadett and best in year, gold medal (years 5-6).
- Languages: Native level at English and Turkish, have been learning Japanese for 2 years (around JLPT N2 Level).
- Pending for a Security Clearance (SC).

Education

University of Cambridge — Cambridge, UK
Bachelor of Arts (Hons) in Computer Science — *2022-2025*
Dissertation: Overcoming DPI Censorship – Practical Evasion Techniques
Module: Machine Visual Perception (Text-Guided Dynamic Gaussian Splatting Editing via Diffusion)

Projects:

- Developed a web-app that uses LLMs to determine if answers given to programming interview questions are AI generated. Worked as a team of 5 members.
    - o Configured the back-end to support sending questions to the LLMs and setting up the APIs,
    - o Gained experience in Docker,
    - o Written in Python for a professional client to use in the real world,
    - o https://github.com/w-henderson/TestingForHumans
- Developed a mobile weather app in Java with a team of 5 people.
    - o Writing an evaluation, cognitive walkthrough of the final project,
    - o Experience in Android Studio and building apps for Android,
    - o Learned UI design,
    - o https://github.com/eutro/RowingWeatherApp/
- Committee member of the Cambridge Cyber Security Society.
- Completed many SEED Labs challenges on security.
- Build various circuits using FPGAs, counters and LEDs to build state machines and debouncing switches.
- Simulate various designs such as a traffic light controller and debouncing switches using ModelSim and SystemVerilog.
- Implement ray tracing using ambient, diffuse and spectral lighting in Java + GLSL.
- Use Python for scientific computing involving Bayesian mathematics and plotting graphs (using numpy).
- Use Python for machine learning involving Naïve Bayes, Hidden Markov Models and working with data.
- Have sat various hacking challenges.

Landau Forte College — Derby, UK
A-Levels: Further Maths, Maths, Physics, Computer Science (AS-level) — *2020-2022*
*Grades: A*A*A*A*

Arı Anatolian High School — Ankara, Turkey
1 Year of IB — *2018-2019*
Activities: STEM Club, Arduino, Public talking, Maths Olympiads