Lewis Napper

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Education

2021 – ····   🔖 **Ph.D. Mathematics, University of Surrey.**
Key Topics: 2/3D Geometry, Hamiltonian Mechanics, Quaternions, Fluid Dynamics.
Thesis: *Monge–Ampère Geometry and Vortices.*
Supervisors: Dr. M. Wolf and Prof. I. Roulstone.

2017 – 2021   🔖 **M.Math.** 1**st class (hons) Mathematics, University of Surrey.**
Key Topics: Linear Algebra, Matrix Analysis, Graph Theory, Vector Calculus.
Thesis: *Algebraic Bethe Ansatz for* $\mathfrak{su}(2)$ *Spin Chains and Beyond.*
Supervisors: Prof. A. Torrielli and Dr. A. Prinsloo.
Average grade: 98%

2010–2017   🔖 **Therfield Secondary School and Sixth Form**
A-level: 3 A*, 1 A (plus 1 A at AS level).
GCSE: 9 A* including English and German Language, 3 A, 1 B
Other: D*2 Cambridge Nationals ICT, A FSMQ Additional Mathematics

Portfolio Projects

🔖 **Cellular Automata on Aperiodic Mono-tiles** (unpublished, ongoing)

– Investigating how grid regularity affects emergent behaviour and Turing completeness of Game of Life and Langton's Ant algorithms (see ⚙ GitHub for a command-line implementation).

– Developing a C++ application for visualising simulations using SFML for UI and CUDA for efficiency, as part of a collaboration with Dr. M. J. Gabbay from Heriot–Watt University.

🔖 **Beginning C++ Game Development** (⚙ GitHub, ongoing)

– Learning C++ (SFML/OpenGL) and game development programming patterns by following John Horton's book of the same name. Includes clones of the classic games Pong and Timber!

🔖 3**DSage Raycaster** (⚙ GitHub, dormant)

– Raycaster game engine in C++ (OpenGL/Glut) based on 3DSage's tutorials. Code produces a top down map view as well as a 2.5D world which can be explored.

– On hiatus while I investigate alternatives such as SFML and Binary Space Partitioning.

Employment

2019 – ····   🔖 **Teaching Assistant, University of Surrey, UK**

– Supervised undergraduate MATLAB and R-Studio programming labs for Statistics and Numerical Methods modules. Was regularly contacted by students from other courses for help due to my high quality teaching and code debugging.

– Edited notes and exercises for 3 modules to a high standard, consequently becoming an invited expert for the Journal of Geometry and Physics.

– Supported the delivery of 10 undergraduate modules, including those in which I had no prior experience, providing students with clear and concise feedback within a week of work submission.

Employment (continued)

2024 **Visiting Research Fellow, University of La Rochelle, France**

– Recipient of a 3-month fully-funded research fellowship (Value: £4300) to work at a CNRS laboratory and support Franco–British collaboration, issued by the French Embassy in the UK.

– Researched the application of generalised geometry and geometric numerical integrators to dynamical systems including turbulence, alongside Dr. V. Salnikov.

2019–2020 **Undergraduate Researcher, University of Surrey, UK**

– Awarded a London Mathematical Society funded research bursary (Value: £1440), supervised by Dr. J. Grant, to study synthetic general relativity.

– Initiated a collaboration with outstanding researchers at the Universities of Vienna and Cardiff, resulting in 2 scientific publications.

Skills

Software Skills

Scripting: Moderate experience with MATLAB, Mathematica, R-Studio, and Python through undergraduate study, teaching, and research.

Programming: Basic experience with C$\sharp$ and C++ from reviewing and debugging other researchers' code, as well as personal projects.

Web Development: Html, css, JavaScript, and JQuery frontend skills developed through making my own 🌐 Website and several small web apps. See 🜚 GitHub for more.

Source Control: Familiarity with GitHub Desktop and basic experience with using Git for commits to personal project repositories.

Other: Microsoft Office (Word, Excel, etc.), LaTeX typesetting, Adobe Photoshop, Affinity Suite.

Professional Skills

Report Writing: Refined writing skills during my Ph.D. and Professional Skills university module, resulting in successful grant applications worth over £7000, as well as 3 scientific publications.

Public Speaking: Contributed 8 talks for conferences and seminars over the past 2 years, including invited talks at Imperial College London and the University of Sorbonne. See my 🌐 Website for sample slides.

Activities and Achievements

Excellence: Four time winner of the annual Mathematics Department Prize for Excellence (2017-2021) for best performance in a year of an undergraduate/master's degree.

Merit: Awarded the University of Surrey Merit Scholarship (2017) for exceptional A-level grades.

Societies: Academic secretary of the Surrey Maths Society (2018), for which I produced updated graphic design, ran revision sessions, and organised seminars with invited speakers. Active member of the Surrey Film Society (2017-2022).

Quant: Member of the University of Surrey team and regional finalist in the WorldQuant Championships (2018), for which I learnt the software WebSim.

Art: Presented art at the Surrey Youth Voice Awards and at my Sixth Form art festival, accompanying the latter by playing guitar as part of a live band. Produced digital and traditional art for art-shares and paid commissions.