Samson P. Danziger

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GH MarsCapone

About

I am a keen programmer interested in autonomous robots and swarm intelligence, reading Computer Science at the University of Southampton. I am very persistent and reliable in the tasks I decide to do - if I say I will do something, I will definitely do it. I am currently working on a clustering bot for RobotGame, and I am a volunteer for Student Robotics.

Education

2014 – Exp. 2017	**BSc. Computer Science** *University of Southampton*
2012 – 2013	**A Levels** A*ABB in Art, Maths, Physics & Chemistry AS *City of London School*

Software skills

Advanced	Python, Java, Linux, Git
Intermediate	Ocaml, Scheme, Bash, LaTeX, SQL, Windows
Basic	C, JavaScript, Node, HTML5

Experience & Projects

COMP2211 Coursework   Feb. 2016 – May. 2016
Software Engineering Group Project

I was the team leader in a group project to create a demo marking application for roadside driver assessments at Heathrow airport. The application was written in Java, and we used agile methods such as scrums, and sprint sessions to great success. I learnt not to assume that everyone else had the same knowledge as me, despite being on the same course.

COMP2212 Coursework   Mar. 2016
Splat Programming Language

Created a functional programming language, written in OCaml, as part of a group coursework. This was my first moderate sized project using a functional language. Following on from this success, I am working on an extension to Splat. This project cemented my knowledge of how evaluation, type checking and recursion worked.

Valere Capital Partners   Oct. 2013 – Jul. 2014
IT Support

Installed and maintained computer equipment and software. Worked on upgrading the office network connection, and setting up VoIP for the office. I learnt to be systematic in fault-finding, and experienced working under pressure with users who were keen to have their problems solved quickly.

Dragon Hall Youth Centre   Jan. 2014 – Jul. 2014
3D Printing Coordinator

Partially built and maintained 8 3D printers. Was involved in getting young people (ages 8 - 16) interested in, and able to use 3D printers.
Over the course of various demonstrations and fundraising events, I became much more confidant at presenting my ideas, and with public speaking.

Clerkenwell Primary School   Jan. 2014 – Jun. 2014
Code Club Volunteer

I taught 15 children ages 10 to 11 how to make games using the Scratch programming language. Later we also moved onto the basics of Python. I learnt to be flexible when dealing with groups of mixed ability.

Run by University of Southampton   Oct. 2012 – Jan. 2013
National Cipher Challenge

I compiled and led my team, the aptly named Winning Combination, to first place. Involved solving 8 pairs of increasingly difficult ciphers, with the final cipher (a modified trifid) taking 44 hours and 20 minutes to solve. We won £1000, of which we donated 20% to Code Club. As a result of this, I realised that even problems which seem insurmountable, can eventually be solved with time and persistence.

EXTRACURRICULAR

University of Southampton   2014 – Present
Student Robotics

I am part of Student Robotics, a charity involved in getting 6th formers to build and program autonomous robots. I am currently involved in creating a Django based scheduler for competition roles. I have also participated as a volunteer at competition for the past two years, and have mentored three teams. I was voted in to be the secretary of the Southampton branch, making me responsible for the general management of the society and liaising with the Student's Union.

University of Southampton   2014 – Present
Toastrack Bus

I am the webmaster of the Toastrack Bus society, a small group of students who manage and try to maintain a 1920s bus. This society has allowed me to develop my hands-on attitude - a welcome break from the theoretical side of my course. More information at toastrackbus.org.

University of Southampton   2014 – Present
Code Dojo

I am a regular member of the Southampton Code Dojo, a monthly meet-up of tech individuals, coding some challenge in just over an hour. So far I have written a Mondrian-style art generator, a story generator, and a project to find and separate clusters on a graph. My usual language is Python.

University of Southampton   2016
Ballroom Dancing

In early 2016 I learnt ballroom dancing, and participated in a competition after only a month. I did not come last, which I consider to be a great success. This was also a personal challenge, I as usually find it difficult to present myself to large groups of people.

Sports & Hobbies

I enjoy less traditional activities such as circus skills. I am fairly competent at unicycling, juggling and diabolo. When I have time I go long distance walking, skiing or sailing. I have walked the length of Hadrian's wall and the North Norfolk Coastal Path. I spent the summer of 2013 becoming a ski instructor, and I have also participated in a 6 week tour of the Peloponnese and the Tall Ships races.

AWARDS & QUALIFICATIONS

DRIVING	Full Clean Driving License
SAILING	RYA Level 4, Competent Crew
SKI INSTRUCTOR	BASI Level 1 & Level 2 Teaching
FIRST AID	12 Hour First Aid Certificate
ART	Art Sculpture Prize
OTHER	DBS #001425768014, ECDL Certificate

REFERENCES

Valere Capital Partners   Previous Employer
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Dragon Hall Youth Centre   Previous Supervisor
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University of Southampton   University Tutor
Markus Brede

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