

Samson P. Danziger

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ABOUT

I am a keen programmer interested in virtualisation, 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 at Citrix, and designing a web game based on Mornington Crescent, from the BBC Radio 4 classic, I'm Sorry I Haven't a Clue.

EDUCATION

2017 – EXP. 2019 **MEng Computer Science w/ Industrial Studies**
University of Southampton

2014 – 2017 **BSc Computer Science**
AWARDED 2:1
University of Southampton

SOFTWARE SKILLS

ADVANCED	Python, Java, Linux, Git
INTERMEDIATE	Ocaml, Scheme, Bash, \LaTeX , Windows
BASIC	C, JavaScript, Node, HTML5, SQL

EXPERIENCE & PROJECTS

Citrix Jun. 2017 – Exp. Jun. 2018
Software Engineer

I am currently interning as a Software Engineer at Citrix, focused on XenServer. This is the lowest level of the system just above the hardware. I am finding it exciting and interesting so far, particularly being able to use my skills in functional programming and furthering my understanding of low level operating system architecture.

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 confident 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 – 2017
Student Robotics

I was strongly involved in Student Robotics, a charity involved in getting 6th formers to build and program autonomous robots. I was involved in creating a Django based scheduler for competition roles. I also participated as a volunteer at the 2 day competition for a number of 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 – 2017
Toastrack Bus

I am (casually) the webmaster of the Toastrack Bus society, a small group of students who manage and try to maintain a 1920s bus. This society allowed me to develop my hands-on attitude - a welcome break from the theoretical side of my course - although I have now taken a step back from the main runnign of the society. More information at toastrackbus.org.

University of Southampton 2014 – 2017
Code Dojo

I was 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, a web based music make, and a project to find and separate clusters on a graph. My usual language is Python, but I have also dabbled in Javascript and Scheme. As I am no longer living in Southampton, I hope to find a new Code Dojo, or similar event closer to my current address.

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	ECDL Certificate

REFERENCES

Citrix Systems UK Supervisor
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