Daniel Leboff

LinkedIn: danny-leboff

Github: github.com/Techatonic

**EDUCATION** 

Trinity Hall, University of Cambridge

Cambridge, United Kingdom

Email: danny.leboff@gmail.com

Bachelor of Arts - Computer Science

2020 - 2023

Courses: Algorithms, Discrete Mathematics, Databases, Object-oriented programming, Machine Learning, Data Science, Semantics of Programming Languages, Compiler Construction, Logic and Proof, Artificial Intelligence, Formal Models of Language

JFS School London, United Kingdom

A Levels 2018-2020

Mathematics - A\*, Further Mathematics - A\*, Physics - A\*, Computer Science - A\*

JFS School London, United Kingdom

GCSEs 2013-2018

8 9s, 2 8s, 1  $A^* + A$  in Free Standing Maths Qualification

SKILLS

• Languages: Python, Java, SQL, TypeScript, C#, OCaml, Prolog

• Frameworks: React Native, Unity3D

• Tools: GIT, MySQL, MS SQL, REST API

EXPERIENCE

Softwire London, United Kingdom

Software Developer Intern

July 2022 - August 2022

- o React Native application: Co-developed a react native application for a turtle conservation charity in Kenya
- $\circ~\mathbf{REST}~\mathbf{API} : \mathrm{REST}~\mathrm{API}$  for communication between client and server

Permutable Technologies

Data Science Intern

London, United Kingdom / Remote

July 2021 - September 2021

• NLP document analysis: Designed and developed an algorithm using NLP packages to analyse and grade the sustainable nature of companies to aid prospective investors

Trinity Hall, University of Cambridge

Cambridge, United Kingdom

JCR Webmaster

February 2021 - March 2022

• Maintained and enhanced the JCR website, resolved issues with and ran the college's accommodation balloting system. Participated in regular meetings with senior college figures.

## PROJECTS

- Android application Killer Sudoku game: An application involving the generation of a Killer Sudoku, a test using constraint satisfaction and backtracking to ensure there is a unique solution, and a front-end to display the sudoku in a minimalistic UI. Tech: Java, Prolog, Kotlin, Firebase (January 2022 )
- Safe-Building Engineering Team: Project-managed a national safe-building competition entry, involving the design, documentation, development and testing, and presentation of a safe. (2019)
- Android applications Unity3D games: Two applications developed using Unity3D and C#, released on the Google Play Store. (2016, 2018)

## Competitions

- Hack Cambridge 2022
- Reply Challenge 2019/20
- Google CodeJam 2017/18/19
- CodeChef Snackdown 2019
- CodeFights Polyglot Marathon 2017

## Honors and Awards

• British Mathematics Olympiad - Certificate of Distinction 2018

## Interests

Rugby Fives (University team), Tennis (College captain), Football (College team), Coxing (College crew)