

Daniel Leboff

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Third year Computer Science undergraduate student at University of Cambridge.

Education

Trinity Hall, University of Cambridge

2020-

BA - Computer Science

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

2013-2020

A Levels

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

British Mathematics Olympiad - Certificate of Distinction (2018)

Extended Project Qualification - An Evaluation of the P vs NP Problem (2019)

GCSEs

8 9s, 2 8s, 1 A*

Skills

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

Frameworks: React Native, Unity3D

Tools: GIT, MySQL, MS SQL, REST API

Experience

Softwire - Software Developer Intern

Summer 2022

Co-designed and developed a React Native application for a turtle conservation charity in Kenya. Created REST API endpoints on the backend for communication between client and server.

Permutable Technologies - Data Science Intern

Summer 2021

Designed and developed an NLP algorithm to analyse and grade the sustainable nature of companies to aid prospective investors.

Trinity Hall, University of Cambridge - JCR Webmaster

2021-2022

Enhanced and maintained the JCR website, resolved issues and ran the College's accommodation balloting system. Participated in regular meetings with senior College figures.

Birkbeck, University of London - Work Experience

2019

Installed and upgraded computers and resolved software issues in the Systems Department.

Projects

Killer Sudoku: Created an Android application to generate Killer Sudokus and used constraint satisfaction and backtracking to ensure unique solutions. (2022)

Tech stack: Java, Prolog, Kotlin, Firebase

Safe-Building Competition: Project-managed a team in a national safe-building competition, involving the design, documentation, development and testing, and presentation of a safe. (2019)

Unity3D Games: Two android applications developed using Unity3D, released on the Google Play Store. (2016, 2018)

Tech stack: Unity3D, C#, PHP, SQL

Competitions

Hack Cambridge (2022)

Reply Challenge (2020, 2019)

Google CodeJam (2019, 2018, 2017)

CodeChef Snackdown (2019)

CodeFights Polyglot Marathon (2017)

Interests

Rugby Fives (University team, Half-Blue), Pool (University team), Tennis (College captain), Football (College team), Rowing (College crew)