Daniel Rodrigues

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KEY SKILLS

- Able to train **deep learning** models and apply them to datasets via the **keras** framework (worked on training and testing LSTM models for a web analytics project during an internship).
- Able to apply machine learning models to datasets via Scikit-Learn (applied multiple models like Random Forests, GB Trees, SVMs, regression models, etc. for the aforementioned internship).
- Able to apply various data preprocessing techniques through Pandas and Numpy.
- Able to apply common chart types to visualise data (tables, line charts, bar graphs, pie charts, histogram, etc. through matplotlib and IBM SPSS).
- Substantial programming experience in Java, Python, and JavaScript through university modules and independent study.
- **Problem-solving** and an **analytical mindset** (commended by internship supervisor and my manager for my contributions to the company's web analytics project as a data science intern).
- Passionate and driven, and willing to take initiative (consistently stayed ahead of all university modules and tests due to self-studying the topics in advance. Completed a lab worksheet that professors said no one had tried in four years).

EDUCATION

Sep. 2020 - current

BSc (Hons) Computer Science

London, United Kingdom

Brunel University London

- Second-year modules: Algorithms and their Applications; Group Project (Web Development); Software Development and Management; Usability Engineering; Networks and Operating Systems.
- First-year modules: Introductory Programming (A); Logic and Computation (A*); Group Project (Software Design A+, Software Implementation A*); Data and Information (A+); Information Systems and Organisations (A*).
- Member of the Google Developers Student Club and Bright Futures Society.

Sep. 2018 – July 2020

Distinction, UAL Extended Diploma in Creative Media Production and Technology

London, United Kingdom

Uxbridge College (HCUC)

July 2016 – May 2018

85.69% - Higher Secondary School Certificate (HSC)

Mumbai, India

Don Bosco Junior College

- Modules: English (83%); Economics (90%); Information Technology (84%); Political Science (89%);
 Psychology (77%); Sociology (87%); Environmental Education (94%).
- Won an award for highest marks in every module in my first year.

June 2006 – Apr. 2016

82.40% - Secondary School Certificate (SSC)

Mumbai, India

St. Francis D'Assisi High School

Relevant Modules: English (87%); Mathematics (80%); Science and Technology (82%); ICT (A).

WORK EXPERIENCE

June 2021 – July 2021

Data Science Intern

London, United Kingdom

ICIS (LexisNexis Risk Solutions Group)

- Worked on a web analytics projects, involving massive amounts of user-generated data.
- Carried out statistical modelling and deep learning analyses, and prepared graphs and dashboards.

- Cleaned, sorted, aggregated, normalized, and performed a variety of such data preprocessing routines.
- Presented all the work I did during the internship to the senior-level management towards the end and was commended for helping progress the overall project forward.

Feb. 2020 – Feb. 2020

DevOps Level Designer

London, United Kingdom

Danveria Digital Ltd

- Designed and developed iterations of a playable 3D videogame level using the Unity3D engine.
- Worked in conjunction with the 3D modelling team to test out different designs for playable characters.

Oct. 2019 - Dec. 2019

Video Editor Intern

London, United Kingdom

K.O.G. Media Ltd

- Trimmed, edited, and stylized hours of recorded footage into short videos intended for social-media based marketing of businesses.
- Worked with special transitions and effects, lighting manipulation and colour correction, audio levels, and other post-processing effects.

PERSONAL PROJECTS

Personal Portfolio Website:

- Created a stylised frontend website using HTML, CSS, and JavaScript as a personal website to showcase my projects.
- Dynamically changes information on the site based on what buttons the user clicks.

Battleship (Java Project):

- Battleship is a simple game with a graphical user interface created using Java. The game allows the
 user to play a modified version of the board game, "Battleship".
- A proper software development pipeline was planned and followed, from requirements specification to algorithm design, to UI prototyping, to implementation, and finally to testing.

University Lab-work (Java Project):

- Completed all first-year lab sheets for the Introductory Programming module.
- Topics covered include variables, conditionals, loops, arrays, methods, classes, object-oriented programming, file handling, testing, error-handling and debugging, and graphical user interfaces.
- Used a variety of IDEs and Code Editors such as Eclipse, IntelliJ, VSCode, etc.

HOBBIES AND INTERESTS

- Hobbies: Futurism, following the news and activities of companies working on futuristic technologies like AGI, Brain-Computer Interfaces, Robotics, Gene Editing and Life Extension, and discussing the same in online communities based around them; Learning new coding tips and tricks online; Digital art and Illustration; Creative writing.
- Interests: Artificial Intelligence; Space; following the latest SciTech news; reading Manga and science-fiction novels (I love exercising my imagination).

REFERENCES

Available upon request.