

# Daniel Rodrigues

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## KEY SKILLS

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- Substantial programming experience in **Java** and **Python** through university modules and independent study.
- **Curiosity** (*independently researched and studied various concepts in computer science and data analysis because of my interest in Data Science, Machine Learning, and AI*)
- **Problem-solving** (*able to interpret project briefs in order to design and write Java programs to solve intermediate programming challenges*)
- Able to apply **basic data analysis techniques** (*Cluster analysis and Regression analysis through IBM SPSS*)
- Able to apply **basic statistical analysis techniques** (*Mean, Median, Mode, Standard Deviation, Normalisation, skewness and kurtosis, Correlation testing, testing for Statistical Significance, general frequencies and descriptives analyses through IBM SPSS*)
- Able to apply **common chart types** to visualise data (*tables, line charts, bar graphs, pie charts, histogram, etc. through IBM SPSS*)
- Very basic **modelling** knowledge (*modelled simple predator-prey and susceptible-infected-recovered models via Petri Nets*)
- Basic **SQL querying** knowledge (*Select, update, insert, and delete commands, and aggregate functions*)

## PROJECTS

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### Brexit Tweets Analysis:

- Performed a number of different statistical analyses on thousands of tweets pulled from Twitter relating to Brexit, as part of a University project.
- Majorly included grouping users based on their sentiments on Brexit expressed through their tweets.

### University Lab-work (Java Projects):

- Completed all first-year lab sheets for the Introductory Programming module.
- Topics covered include variables, decisions/conditionals, loops, arrays, methods, classes, objects, file reading and writing, testing, error-handling and debugging, and graphical user interfaces.

### Calculator (Java Project):

- A calculator program with a graphical user interface, written in Java.
- Includes additional functionalities like exponentials, binary and hex conversions, etc.

## EDUCATION

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Sep. 2020 till date

**BSc (Hons) Computer Science**

Brunel University, London

- First-year modules: Data and Information; Introductory Programming; Information Systems and Organisations, Logic and Computation; Group Project;
- 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**

Uxbridge College (HCUC)

London, United Kingdom

July 2016 – May 2018

**85.69% - Higher Secondary School Certificate (HSC)**

Don Bosco Junior College

Mumbai, India

- *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)***

St. Francis D'Assisi High School

Mumbai, India

- *Modules:* English (87%); Mathematics (80%); Science and Technology (82%); Social Sciences (85%); Hindi and French (78%); Marathi (56%); ICT (A); Health and Physical Education (A); Social Service (A); Personality Development (A); Drawing and Painting (A).

## WORK EXPERIENCE

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**Feb 2020**

**DevOps Level Designer**

**Danveria Digital Ltd.**

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

**Oct. 2019 – Dec. 2019**

**Video Editor**

**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.

**Feb 2019**

**Character and Narrative Designer**

**Danveria Digital Ltd.**

- Created iterative concept art for characters in a video game.
- Writing, contributing to, and editing pre-existing narrative threads for in-game characters.

## HOBBIES AND INTERESTS

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- **Hobbies:** Learning new coding tips and tricks online (YouTube, StackOverflow); Futurism, following the news and activities of companies working on futuristic technologies like Artificial Intelligence, Brain-Computer Interfaces, Robotics, Gene Editing and Life Extension, and discussing the same in online communities based around them; Digital art and Illustration; Creative writing.
- **Interests:** Artificial Intelligence, Machine Learning, and Data Science; Space; following the latest SciTech news; Anime & Manga.

## REFERENCES

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Available upon request.