




Alina Isobel Hagan

Physicist · Programmer · Scientist · Maker

 aihphysics

 aihphysics.github.io

 alina-hagan@outlook.com

 +44 7793 450903  UK

Summary

Highly analytical developer & data analyst with a Particle Physics background. Experienced in statistical analysis, data modelling, & machine learning. Proficient in C++, Rust, & Python, with a strong foundation developing high-performance software. Skilled in creating impactful visualisations & managing large-scale projects. Excellent communicator with proven ability to collaborate across teams & explain technical concepts to non-experts. Passionate about leveraging data & development skills to deliver results.

Experience, Employment, & Education

ATLAS Collaboration: Analysis Lead and Trigger Signature expert. 2020-now

- Oversaw live data collection & coordination with international experts
- Updating ATLAS Validation tools for evolved frameworks in C++ & CMake
- Lead a worlds-first analysis exploring gluon structure in the proton

PhD: Lancaster University, ATLAS Experiment, & CERN 10/2020-now

- High-Energy Particle Physics, Supervised by Vato Kartvelishvili.
- Analysis lead, measurement of gluon structure in proton-proton collisions.

MSc (Hons), Physics, 1st: University of Glasgow 10/2015-07/2020

- Measurements of b -jet substructure & exploration of novel overlap removal methods & data purification.

Lancaster And Morecambe Makers: Director & Board Member 06/2024-now

- Coordinating conversion to Community Interest Community
- Representing student interests as student liaison
- Running public repair cafes & promoting maker ideals
- Organising new promotional materials & rebranding

Lancaster University: Post Graduate Teaching Assistant 10/2020-now

- Assisting students in practical & theoretical contexts
- Communication & teaching of complex physics ideas
- Taught multiple fields; programming & simulation, calculus, circuits, fourier analysis, & particle physics.
- Administrative efforts in grading, identifying & aiding struggling students

University of Glasgow Nuclear & Hadron Physics Research Group Internship 06-09/2019

- Design of Novel Graph Neural Networks for the Crystal Ball detector
- Developed training & testing framework in tensorflow & python

Key Skills

- | | | |
|-------------------------------------|------------------------------------|----------------------------------|
| • C++ & CMake | • High throughput grid computing | • Data visualisation |
| • Multithreaded development | • Computer modelling & simulation | • BDT & Neural Network design |
| • GitLab & GitHub | • Advanced statistical methods for | • ROOT Data Analysis Framework |
| • International Project Management | data analysis | • Intimate knowledge of linear |
| • LaTeX, Python, Rust & Linux | • Make & Ninja | algebra and calculus |
| • Adaptability & Learning Agility | • TB scale data analytics | • Insightful data interpretation |
| • Strong foundation in algorithmics | | |

Communications, Papers & Conferences

I am an excellent communicator & I have been selected on multiple occasions to represent my analysis team & my subgroup at international conferences & collaboration meetings.

2023 LHCC, B -Hadron reconstruction in early ATLAS Run 3 data

2023 ATLAS Week, Early Career Scientist Session, Gluon TMDs at ATLAS

2023 Beauty 2023, New Heavy Flavour states in ATLAS & B -Hadron reconstruction in early ATLAS Run 3 data

2023 Quarkonia as Tools 2023, Inclusive quarkonium production.

2022 ATLAS UK Annual Meeting 2022, Precision physics with quarkonia.

2022 Quarkonia as Tools 2022, Quarkonium & TMDs in pp .

Independent Projects

Along with my continuing involvement in physics & community projects I am passionate about broadening my horizons in a multitude of ways. I'm always looking to gain additional skills that I can apply to other areas in my life.

Terminal Renderer

A toy renderer with no dependencies, written in C++. Designed originally to render primitive polyhedrons using a surface element model. Under refactor to render .stl and simplified .obj files.

Model Rocketry

Design & construction of high-power model rockets.

Other: Film & digital photography, cooking, running, climbing, 3D printing, CAD modelling, & lathework.