Connor Daly

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EDUCATION

University College London
London, UK

Master of Engineering in Computer Science
Sept. 2015 – June 2019

- 1st class honours (83% final year avg, thesis grade top 5% of cohort)
- Received undergraduate award from British Computer Society for achievement in 2nd year

University of Hong Kong
Hong Kong

Study Abroad Computer Science
Aug. 2017 – June 2018

PAPERS

- **Connor Daly**, Yuzuko Nakamura, and Tobias Ritschel. "Deep Generative Modelling of Human Reach-and-Place Action." arXiv preprint arXiv:2010.02345 (2020). (in submission)

EXPERIENCE

Quantitative Developer
April 2020 – Present

Bank of America Merrill Lynch
London, UK

- Implemented new interpolation methodologies for VaR calculations
- Profiled and optimized existing risk computations, reducing run-time by 40%

Software Engineer
Sep. 2019 – Mar. 2020

Deloitte Consulting
London, UK

- Working primarily as a Python engineer on a predictive analytics tool to help with supply chain optimisation.
- Explored development of Genetic Algorithms with DEAP

Consultant Intern
June 2018 – July 2018

Deloitte Consulting
London, UK

- Automated reporting process for technology transformation project, reducing process time by 2 hours.

Research Intern
June 2017 – July 2017

Surgical Robot Vision Group
London, UK

- Project: to create an interface between Microsoft Hololens and ultrasound probe
- Created several prototypes with Unity for the ultrasound display app, which was then further developed by another development team. Wrote up research report, as well as handover docs
- Assisted group members in data collection and participated in weekly lab updates

Development Project Lead
Oct. 2016 – May 2017

NHS PEACH Project
London, UK

- Succesfully delivered NHS healthcare data project commissioned by the UCL Hospital and Microsoft.
- Gave end of project presentation to committee of technical experts from both UCL and Microsoft.

Undergraduate Lab Assistant/ Developer
Oct. 2015 – May 2016

UCL Department of Experimental Psychology
London, UK

- Helped develop interactive set of games for Professor Lasana Harris's investigation into human decision making.

TECHNICAL SKILLS

Languages: Python, C/C++, C#, SQL, Haskell
Frameworks: PyTorch, TensorFlow, DEAP, Flask, Django
Libraries: Pandas, NumPy, SciPy Matplotlib
Other: Blender (scripting, modelling and texturing, very basic rigging and animation skills), Unity, Git, AWS (C.P. certificate)

ADDITIONAL

(Human) Languages: English (native), Mandarin Chinese (spoken and written proficiency, HSK 4 Equivalent), Cantonese (basic spoken)
Wildlife Photography: Photographs published in DK's Animal Atlas Book;
Volunteering: Volunteering - Developed skills in communication and patient care as an Outpatient Volunteer at the National Hospital for Neurology and Neurosurgery, London.