Daniel Nieuwerf

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Education:

University of Oxford (2016 - 2019): BA Mathematics 2:2

- Mostly applied courses with 2:1s in four examinations
- First year Matlab coursework 1st (88%)

Holy Family Catholic School, London (2009- 2016) A-levels:

- 3 A*s in Maths, Further Maths and Physics. B in Additional Further Maths

Experience:

Coding experience:

- Proficient in C++ and Python.
- Strong computer science fundamentals: algorithms and data structures
- Completed 40 hours Udemy course C++ From Beginner to Beyond
- Completed various Machine Learning and Deep Learning courses
- Database management: MySQL, PostgreSQL
- Web development: Django, Html5, CSS and Javascript
- Some familiarity with Java, C# and R

Notable Personal Projects:

- Multi-threaded Chess application with my own implementation of a highly efficient chess engine. Includes a chess clock and save and replay game functionality.
- Tower Defense game made with Python module Pygame
- Machine Learning model that successfully predicts music genre

Rokos Research Internship- July-September 2018 (**Mathematical Institute, Oxford)**

- Researched unexplored systems of population dynamics and successfully arrived at conclusions on the various enquiries we had.
- Used Matlab to solve problems and produce bifurcation diagrams of these high-dimensional systems.

Private Tutor- 2017- Currently

- Built good relationships with clients
- Adapted teaching style and improved communication and teaching skill

Undergraduate mentor on Summer schools in 2017, 2018 and 2019

- Pembroke College “Access Week” and “Problem-solving MATters”.
- Led sessions for groups of students and was responsible for their safeguarding.
- Marked and provided feedback on the student’s assignments.

Hobbies:

- **Chess** - Oxford University 2nd team. Peak Elo 2000+ on chess.com
- **Brazilian Jiu-jitsu** - Multiple accolades including English champion