# Florin Gheorghiu

florin.gheorghiu.14@ucl.ac.uk

#### London, UK

Psychology final year student with background in research and international development. Exploring innovative media, science communication and the neurobiology of perception. Seeking projects outside traditional academic fields.

## **EDUCATION**

University College London – MSci Psychology (2014-2018) – on track for 1.1

- Developing VR environments for experiments in spatial cognition.
- Participated as a critic at architectural critiques focused on VR at Bartlett's Design for Performance and Design Master's.
- Used eye-tracking to explore aspects of storytelling through the independent research project:" How can eye-gaze influence one's perception of stories? An eye-tracking study" *Advisor*: Dr Daniel C. Richardson
- Currently using machine learning to decode fMRI data of people experiencing stories Advisor: Dr Jeremy I Skipper

Bede's Senior School – Sixth Form (2012-2014) - Mathematics (A\*) Further Mathematics (A) German (A) Psychology (A)

#### RESEARCH EXPERIENCE & PROJECTS

UCL iGEM 2017 - Team member (June 2017 - September 2017) - Gold Medal

- Learnt and applied standard molecular biology techniques in genetically modifying bacterial cells.
- Co-lead one of the project's modules, focusing on using optogenetics to design a 3D printing system out of bacterial cells, similar to stereolithography.
- Developed and prototyped gamification ideas of biological concepts, displayed at the London Science Museum.
- Designed and programmed the UI & UX of the team's website http://2017.igem.org/Team:UCL

# Harvard Laboratory for Developmental Studies - Research Assistant (June 2016 - August 2016)

- Contributed to the design, data collection and analysis of a project looking at the development of causal perception in 4 and 7-month old infants.
- Engaged in communicating the lab's research with a public audience at recruitment fairs and public events.
- Developed psychophysics experiments in Python and contributed to the development of a research software (PyHab) used in the habituation paradigm.

## Education Partnerships Africa - Information Management Workstream Lead (September 2015 – September 2017)

- Maintained and created content (articles, starter packs, digital material) for 2 internal websites and 1 public website for the charity. (www.epafrica.org.uk)
- Practiced UX Design for the redevelopment of the 2 internal websites and organized a team to develop a communications strategy for alumni.
- Effectively boosted recruitment numbers and social media presence by 50% for the charity through campaigns on social media, talks with relevant speakers and public engagement.

## Education Partnerships Africa – Project Worker (June 2015 – September 2015)

Invested a fundraised budget of £1800 over 10 weeks in partnership with a secondary school from Kenya to improve the quality of education. Projects involved sustainably implementing health schemes and technology.

- Planned the investment of £1800 into simultaneous projects, evaluated risks and established sustainability measures for behaviour change initiatives.
- Demonstrated an effective evaluation framework by identifying issues through observation, interviews and data analysis (e.g. financial records, grades, questionnaires, medical records).
- Flexibly adapted to a range of stakeholders (e.g. school staff, students, contractors) within projects in different areas of development (e.g. health, learning, school administration, student welfare).

# London Metropolitan University – Research assistant (June 2015 – September 2015)

Involved in a research project led by Dr. Shashika Vethanayagam and Dr. Yarrow Dunham from Yale University. Explored the development of British children's attitudes towards religion and cultural class.

• Contributed to recruitment, data collection and analysis, developed code books for questionnaires and reviewed scientific literature.

#### **EMPLOYMENT**

Private Personal Tutor – (June 2015 – present)

• As a part-time job, tutored 12 students in Romanian, German and Mathematics with levels ranging from beginners to advanced.

#### **CONFERENCE PAPERS**

McClelland, A., Evans, J., Potts, R., Cai, A., **Gheorghiu, F.,** Kavanagh, D., & Vikhanova, A. (2017, June). *Students as agents of change: Creating more student-focused marking criteria*. Paper presented at the conference on Connecting Higher Education: International perspectives on research-based education, London, UK.

# **PROGRAMMING SKILLS**

• R (multivariate statistics), Python (fMRI data analysis, TensorFlow and web scraping), Processing (worked on 2 games), Arduino (worked on 3 game installations), HTML, CSS & JavaScript (2 completed websites, web development and local servers)

#### **KEY ACHIEVEMENTS**

- Gold Medal at the iGEM (International Genetically Engineered Machines competition) Giant Jamboree 2017.
- Won the *Judge's Choice Award* in the London Entrepreneurs Challenge First Stage 2014 that involved developing and pitching a business idea with a team. We pitched an AirBnb-like storage platform for students in London.
- Obtained a full <u>HMC scholarship</u> to study A-Levels in an independent school in England, awarded to aspiring individuals from Eastern Europe.