

Gabriel Ing, PhD

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Summary

- Innovative and data-driven individual with a PhD in Biophysics.
- Programming skills for software development with Python and JavaScript.
- Experienced in tackling complex problems, adapting to new technologies and delivering insights to drive decision making.

Key Skills

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| • Python | • API integration | • Data Analysis |
| • Data Visualisation | • Problem Solving | • Learning new skills |
| • JavaScript | • Time management | • Java |

Education

PhD in Biophysics **2019-2024**

University College London, UK

BSc in Biochemistry - 1st Class **2016-2019**

Imperial College London

Experience

Worked on developing a new method for biophysical research

- Used a range of experimental and computational techniques to overcome problems as they arose.
- Quickly became comfortable with new concepts, including learning to computationally simulate molecules, understanding the optics of an electron microscope and understanding the biological problems that my team was working on.

Created Python library and application for electron microscopy data analysis

- Independently wrote and published a Python library and application to speed up data analysis pipelines for researchers using Electron Microscopy.
- Fully Documented library (with tutorials) has proved useful to the wider scientific community and has been cited by other researchers.

Presented Research at academic conferences

- Presented several research projects at major conferences, including a specialist conference in Ventura, California

Portfolio Projects

Bespoke, interactive and reusable data visualisations with D3.js.

- I've used this highly-customisable data visualisation tool for several projects, including creating reusable and interactive plot templates for rapid dashboard or scrolly-telling article creation, generating accessible colour palettes, and creating interactive whiteboards to show tactics for two water sports. These examples can be found on my website.

Interactive Dashboard for gamified exercise challenge with with Python and HTML

- Created an interactive challenge to virtually travel the distance from Edinburgh to San Marino.
- Data was downloaded from Strava API with Python, plotted into charts and maps and used to create an interactive dashboard with Flask and HTML.

Other projects:

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| • GPT-based Recipe-to-shopping-list converter | • Yahtzee in Java and Python | • Digital Business Card in HTML/JavaScript |
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