

EDUCATION

- **University of Sheffield** Sheffield, UK
Bachelor of Science - Mathematics; expected first September 2020 - June 2023
Subjects: Applied Probability, Stochastic Processes, Machine Learning, Statistics, Financial Mathematics, Mathematical Models, Differential Equations, Complex Analysis

SKILLS

- **Programming Languages:** JavaScript, Next.js, React, Node.js, Python (including associated machine learning libraries), R, SQL, HTML, CSS
- **Skills:** Teamwork, Quick Learner, Communication and Collaboration Skills, Curiosity

EXPERIENCE

- **Sheffield Undergraduate Research Internship** Remote/ Sheffield
Data Scientist/ Researcher (Full-time) June 2022 - August 2022
 - : Developed a Python machine learning software package for the analysis of solar physics data, specifically sunspots, to create a scientifically usable data source aimed at supporting further research.
 - : Collaborated with the team to translate ideas into practical implementations and made the package user-friendly for future research and enhancements.
 - : Acquired theoretical knowledge from textbooks and research papers, and applied them to practical, real-world problems.

PROJECTS

- **Client Project (Currency Exchange Website):**
 - : Developed a currency exchange website for a client, showcasing their services, displaying real-time exchange rates, and allowing owners to freely modify desired rates.
 - : Implemented a server-side application to update and store exchange rates, ensuring data freshness on the website and preserving user-defined values.
 - : Designed the entire concept and user experience, considering the importance of responsive design, user-friendly interface, and easy-to-navigate structure for a successful business presence.
- **Invoicing Application - React:**
 - : Developed an invoicing application using the React JavaScript library, allowing users to create, manage, and track invoices.
 - : Utilized a server-side database to store invoices, ensuring data security and persistence.
 - : Deepened knowledge of communication between React and server-side technologies, as well as UI design and application of responsive design principles.
- **Connect Four Game - React:**
 - : Developed a Connect Four game using the React JavaScript library, efficiently managing the game mechanics and user interface.
 - : Implemented the game logic, considering optimization, performance improvements, and code maintainability.
 - : Deepened understanding of React's fundamental concepts, component-based architecture, and application of modern frontend technologies through the development of the game.