

Max Winokan

Computational Chemist / Physicist

Nationalities: German & American, Languages: English, German, Dutch, Russian
mwinokan.github.io/Portfolio

Experience

University of Surrey, Guildford
PhD Researcher

Jan. 2020 – mid 2023

Multiscale Computational Modelling of Quantum Tunnelling in DNA During Replication

- Generation and processing of biomolecular structures from crystallographic data.
- Conversion between and generation of force field topologies for Gromacs, Amber, CHARMM, and DL_POLY for large protein-DNA-solvent complexes.
- Development of interfaces to allow for hybrid quantum-classical (QM/MM) modelling with linked computational chemistry packages across programming languages.
- Benchmarking and optimisation of parallel simulation procedures for efficient HPC use.
- Reaction mapping through steered multiscale molecular dynamics and nudged elastic band methods. Free energy analysis and quantum tunnelling corrections.

Electronic Arts, Guildford

Jul. 2021 – Jan. 2022

Software Engineer, Intern

- Worked in the character physics team to improve the character creation workflow, participating in daily stand-ups, sprint tasks, code reviews, and collaborations.
- Overhauled a Python/PyQT GUI tool for the semi-automatic creation of character ragdolls in the Frostbite Maya pipeline. Created an intuitive interface to joint and volume creation algorithms. Produced written and video documentation.
- Rebuilt a system of C++ classes to use an updated physics framework for seamless simulation of physics scenes in Maya, and in a proprietary visual debugger.

TRIUMF, Vancouver, Canada
Graduate Research Assistant

Feb. 2018 – Dec. 2018

Design and Prototyping of a New Scintillator Array for β -Tagging in GRIFFIN

- Worked with data acquisition systems, cryogenics, HPGe detectors, radiation sources.
- Developed and ran Geant4 simulations, built and applied numerical methods in C++.
- Performed data analysis and produced visualisation in ROOT and Gnuplot.
- Used BASH for scripting and automation, gained familiarity use of Linux HPCs.
- Designed, simulated, tested and produced SiPM readout and amplifier electronics.
- Developed 3D models for visualisation, simulation and for prototyping (3D printing).

Education

University of Surrey
MPhys Physics

**Oct. 2015 –
Jul. 2019**

Four-year integrated 1st class honours master's degree in physics with a research dissertation.

Computational Assignments	87%	Electromagnetism Examinations	90%
Mathematical Examinations	85%	Degree Average	80%

British School of Amsterdam

<u>A Level</u>	Physics (A*), Mathematics (A), Biology (A), German (A*)	2015
<u>AS Level</u>	English Language and Literature (B)	2014
<u>GCSE</u>	14 Subjects (10 A* / 4 A grades)	2013

Key Skills and Interests

Computational Chemistry

Excellent experience and understanding of methods fundamental to computational chemistry. Software experience: Gromacs, Amber, NWChem, CP2k, CASTEP, ASE, VMD, SAMSON. I have developed my own python library for working with molecular structure files, interfacing to chemistry software, and data analysis named [MolParse](#).

Experience with:

- Molecular Dynamics • Ligand Parametrisation • Force Field Generation
- Quantum Chemistry • Reaction Mapping • Proton Transfer • QM/MM
- Density Functional Theory • Nudged Elastic Band • Umbrella Sampling
- Steered MD • Topology Generation • Sequence Mutations • Annealing

Software Engineering

Proven software engineering and development skills in several languages with a passion for creating user-friendly tools and efficient algorithms. Most proficient in Python, C++, FORTRAN, and BASH with working knowledge of HTML and JavaScript.

Experienced in:

- Object-oriented programming • High precision numerical methods
- Numerical calculus • Differential equations • Monte-carlo methods
- Neural networks, genetic algorithms, pathfinding, computer vision
- Parallel Programming MPI & OpenMP • FFT • Linear Algebra (LAPACK)
- BASH Scripting • UNIX System Administration • HPCs • SLURM
- Version Control (git & perforce) • Large C++ projects • Makefiles
- Interface Design • PyQt • Tk • HTML/CSS/JS • Visualisation & animation

Experimental

Hundreds of hours of practical laboratory hours and several days of experimental shifts during both my masters research, resulting in experimental experience and a thorough understanding of experimental uncertainty, and associated data analysis.

Experienced with:

- Radiation detectors • Electronic design/prototyping • Signal processing
- Optical and nuclear spectroscopy • Nuclear magnetic resonance
- X-ray diffraction • Cryogenics • Radioactive sources • Vacuum systems

Communication

Excellent experience in oral presentation including; public speaking, debating, poster presentation. Good skills in written communication, proven through essay assignments, and scientific reports/dissertations.

Scientific article writing

Visual

Long-term personal interests in photography, 3D modelling/animation, and graphic design. Highly skilled in Adobe Photoshop and Illustrator. Experienced in creating beautiful 3D renders of chemical systems.

Referees

Dr Marco Sacchi
Royal Society Fellow
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Prof. Jim Al-Khalili
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