CURRICULUM VITAE

PERSONAL DETAILS

Surname	Nelson	***Date of birth***	13/08/2000
Forenames	Yannik (Daniel)	**Telephone No.**	*07565 979212*
Address	16 Dalrymple Crescent, Edinburgh, EH9 2NX	***E-mail***	yannikdanielnelson@gmail.com

CURRENT STUDIES

Dates	*Qualification*	*Institute*
September 2018 -- ongoing	Integrated Masters of Informatics	The University of Edinburgh

ACADEMIC QUALIFICATIONS

Dates	*Qualification*	*Institute*	*Grade*
August 2018	Advanced Highers	Maths	A
		Computing Science	A
		Physics	A
August 2017	Highers	Maths	A
		Computing Science	A
		Physics	A
		Graphic Communication	A
		English	C
August 2016	National 5	Maths	A
		Computing Science	A
		Physics	A
		Graphic Communication	B
		Design Manufacture	A
		Chemistry	A
		English	A
		French	A

OTHER QUALIFICATIONS

Obtained	*Qualification*	*Institute*
June 2018	Suicide Alertness For Everyone	LivingWorks NHS Scotland
June 2017	Level 1 Award in Coaching, Parkour/Freerunning (QCF)	1st4Sport, Parkour UK
October 2016	Emergency First Aid Workshop for Parkour and Freerunning	IMPACT First Aid Training
October 2016	Safeguarding and Protecting Children	Sports Coach UK

SKILLS AND EXPERIENCE

Programming Languages	• Python
	  ○ I have extensive experience in python. I used it for my Advanced Higher Project where I made a Space Invaders clone, a terminal-based game of snake and a Neural Network Library, and most recently I have been using it in my Cognitive Science course at University.
	• Java
	  ○ I have moderate experience in Java. I used Java, specifically Processing, to create small graphical projects and learn about Perlin Noise, for example, I created a random 3D terrain generator with options for a height map, rainbow projection (static colours while the terrain moved underneath) or rainbow texture (colours moved with the terrain). Most recently I have been using Java in my Object-Oriented Programming course at University.
	• Haskell
	  ○ I have extensive experience in Haskell. I used Haskell in my Introduction to Computation course at university, specifically for the Functional Programming module and for making finite-state machines for the Logic module. I also used Haskell to create a 3D rendering engine for a 3D game of life.
	• C
	  ○ I have extensive experience with C. I used it while working for Robotical developing a graphics manager for their screen face, which included working with the Unix filesystem, OpenGL and sockets. I have also used C in many Arduino projects.
	• Through my studies, both at school and at home, I have developed familiarity with other languages including:
	  ○ Regex, JavaScript; Php; SQL, HTML, CSS, Visual Basic, LaTeX

Electrical Engineering/ Computer Architecture	I designed and constructed a Turing-complete 8-bit processor on breadboards, using basic logic chips and various other components. I undertook this project for my own interest as I wanted a better understanding of low-level computing. In the process of building this project, I learned about finding and sourcing parts, practical problem solving, project management and effective troubleshooting. When I was young, I built two 3D printers from kits. From this experience, I learned how to follow technical instructions effectively. This was my first introduction to Computers, Electronics and Mechanical Engineering.

PREVIOUS EMPLOYMENT AND INTERNSHIPS

June 2019	Computing summer camp coach Firetech	Teaching Python to children aged 10-18 years Designing teaching sessions to fixed learning criteria
July – Sept 2019	Programmer Robotical Ltd, Edinburgh	Developing addons for Marty V2 (The second version of their robot) Programming, Communicating with Product Designer, Basic Circuit Design

INTERESTS AND AWARDS

I started practising Parkour at the age of 13 and became a coach at the age of 16. Coaching taught me how to speak publicly, how to hold the attention of a class of any age group and helped me develop leadership skills. I also learned to plan effectively and interact with a wide variety of people – learning how to meet the individual needs of different people. Being a coach also taught me the value of being punctual both as the teacher and as a student.

When I was still at high-school, I spent a week with Robotical while they were still based in the PhD area of the Informatics Forum at Edinburgh University. During this time, I was introduced to new programming constructs, and I accompanied the team to an RBS Investors competition (which they won). I then returned for a week, the following year, during summer holidays out of my own interest. On that occasion, I mainly helped with constructing and packaging their product.

I was voted in as the second year representative for the computing society at Edinburgh university (CompSoc).