

Daniel Cohen

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Technical Skills

Strong (2-3 years): C++, Java, Git, Linux DevOps
Moderate (1-2 years): Python, Flask, CouchDB, LAMP
Additional experience: Javascript, React, Ember, C#

Employment

- | | | |
|---|----------------------|----------------|
| Zynstra | Junior Developer | 2016 - Present |
| <ul style="list-style-type: none">• Graduate role in a start-up requiring fast-paced learning across multiple disciplines in both development and devops / sysadmin.• Worked on the Python (Flask) & CouchDB backend of a web control console for hybrid cloud/on-premise VMs, with some additional front-end work first done in Ember then the re-design in React.• Devops work including Bash, Xen, Jenkins, Powershell | | |
| IBM | Industrial Placement | 2014 - 2015 |
| <ul style="list-style-type: none">• Developed an internal interface tool in Java between legacy IBM database infrastructure and modern version control.• Led a team creating sensor-laden RPi-powered cars controlled by Python-parsed pseudo-code, used to teach young students the fundamentals of programming. These were then subsequently used by IBM for promotional events around the country.• Taught Key Stage 2 of the new Computer Science curriculum at a local school, introducing young children to their first experiences of logic and programming. | | |

Experience

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|---|-------------------------------|----------------|
| Game Development | Supercore | 2013 - Present |
| <ul style="list-style-type: none">• Design, coding and 3D work creating video-games with a team of friends• Projects were often rapid short prototype 'game jams' focused on scope, delivery and work allocation across the team• Received press coverage and convention sponsorship for the most recent project, with 3-4 games released a year | | |
| Technical Officer | Loughborough Computer Society | 2013 - 2015 |
| <ul style="list-style-type: none">• On a committee of 9 responsible for the largest student-led LAN parties in the UK, leading to 200 attendees.• Responsibility over technical and network infrastructure and organisation• Servers, network, event setup and logistics - including Cisco-based fibre network of routers and switches, Linux sysadmin (hardware and soft of LAMP and mail and servers) | | |
| Student Coder | Season of KDE | 2013 - 2014 |
| <ul style="list-style-type: none">• A student-focused initiative for programmers to get involved in open-source projects.• Constructed an embeddable chat GUI for the instant messaging client (KTP) of the KDE software umbrella, built using C++ and the Qt framework.• Resulted in sponsored international work by the KDE Non-Profit Org. | | |

Education

Loughborough University BSc Computer Science 2012 - 2016

First-Class Honours with Diploma in Professional Studies.

Modules including Algorithm Analysis, Object Orientated Programming Advanced AI Systems, Cryptography and Network Security, Advanced Networking and Implementation of Programming Languages.

My Final Year Project was a racing game developed in Unreal Engine 4 and C++ where the race track is procedurally generated in real-time, adjusting to the measured ability of the player. The aim of the project was to explore both algorithmic-based difficulty adjustment and procedural generation as a way to lessen costs in content creation which has been an increasing issue in the industry.

Hills Road Sixth Form College A-Level 2008 - 2010

BBB in Computing, Modern History and Philosophy. B in GCSE Japanese.

St Bede's Comprehensive GCSE 2003 - 2008

11 GCSEs A* to C with English, Maths and Double Science at grade A.

Additional Interests

Backpacking

- I enjoy backpacking and have achieved my Bronze and Silver and Gold Duke of Edinburgh Award.
- I especially enjoy exploring other countries, enjoying rural and cultural diversity the most.

Sport

- I am an avid rockclimber, taking part in local competitive routes
- I enjoy racket sports, particularly badminton and table tennis