Daniel Schormans

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EDUCATION

University of Southampton: Sep 2014 – Jun 2017
- BSc. Computer Science - Second Class Honours (Upper)
  - Third Year Project Mark - 72%
  - Third Year Project - Emergent complex problem-solving inspired by slime mould
  - Projects completed at university include a visual scene recognition system in Java, a JavaScript MUD game, a programming language written using OCamllex/OCamlyacc and an IPv6 Multicast File Transfer Program.

University of Bristol BSc. Geology: Sep 2013 – Jun 2014
  - First Year - 2:1 - During my first year studying geology, I realised I was more passionate about Computer Science after taking a programming module. I completed my first year then changed courses.

Westcliff High School for Boys: Westcliff, Essex   2006 – 2013
- I recieved the prestigious Arkwright Scholarship in 2011, for achievements in STEM.
- A-Levels: Maths: A, Physics: A, Geology: A, Product Design: B, EPQ: A.
- GCSEs: 7A*, 4A.

EXPERIENCE

Technical:
- **Extensive experience:** Java, Bash.
- **Familiarity:** LaTeX, Python, Ruby, JS/HTML/CSS, C# (and Unity), OCaml, Scheme, Hadoop
- Strong understanding of standard Linux distributions.
- Experience with networks, particularly Windows domain, NAS and packet traffic control.
- Experience with version control (git), Agile and PaaS (heroku/Google App Engine).
- Experience learning languages and frameworks in very short time-periods - thanks both to the structure of my university course and the circumstances that lead me to enrol in it.

Work:
- **Teragence Ltd**, London   Summer 2016
  - Assisted a start-up focused on customer experience in the development of their research tools.
  - Using NetEm to emulate network instability through the modification of latency, packet loss and jitter in web streaming services.
  - Designing a testing environment to gauge consumer reactions to the instability then record and organise the responses using bash.
- **The James Hornsby School**, Basildon - IT Technician   Oct 2017 - Present
  - Hired, as one of 3 new staff, to improve the schools ailing IT and network infrastructure.
  - Working alongside a new Network Manager, significantly improving first-line support response, identifying deep underlying infrastructure problems and researching potential solutions.
  - Taken responsibility for documenting and maintaining systems including group policy, digital signage and Cisco wireless networking which, previously, were largely undocumented and in disrepair.

Other:
- **Communication skills:**
  - Debating; Schools level debater, taught debate classes with a partner to young people.
  - Regular volunteering and liaising at district and county level as part of the Scout movement.
  - Comfortable and experienced giving presentations and publicly speaking.
- **Team skills:**
  - Communication as part of diverse groups throughout university, as both team leader and member.
  - Extensive experience with Agile methods and methodologies including scrums, feature-driven and iterative development, pair programming etc.

INTERESTS   Climbing, metalwork, games and game theory.