Nathan Berhane

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Education

Queen Mary University of London — London, England

BSc Computer Science With AI — *Expected Graduation August 2029*

- Worked in a team of 4 to carry out in-depth research into the impact of AI in the Music industry and presented the findings in front of senior demonstrators
- Worked in a team of 4 to design a deepfake detector web extension, carried out market research and documented the user/system requirements as well as the design challenges
- Created a packet encoder in MIPS that encodes a domain name into a domain query packet in Big-Endian **(100%)**
- **Relevant Courses** : *Programming in Python, Programming in Java, Logic and Discrete structures, Computer Systems and Networks, Professional and Research Practices*

St Gregory's Catholic Science College — London, England

Computer Science, Maths and Furthermaths — *September 2023 - July 2025*

- Achieved a Gold certificate in the senior UKMT
- Results: $A^*A^*A^*$

Experience

AI and Operations Intern — March 2026 – April 2026

Polishpad — *Remote*

- Leveraged REST APIs to remotely update a Notion database from the backend endpoint, saving the sales team over **6 hours a week.**
- Implemented a Brevo REST API to update the CRM, preventing customers from being sent irrelevant emails.
- Used a Claude API to automate reaching out to prospective clients on Instagram, increasing sign ups by **20%.**
- Automated posting pre-written LinkedIn posts on a Notion database, saving the founder **10 hours a week.**
- Created detailed documentation and templates, enabling the team to maintain the workflows I built.

Data annotator and AI trainer — August 2025 – Present

Dataannotations — *Remote*

- Employed AI tools to automate checks for the compatibility of PC builds with components to train an AI model to handle customer service requests in the Holodeck project
- Completed **500+** tasks across **30+** projects, conducting in-depth research to evaluate STEM-related AI responses in line with project-specific instructions, rectifying factual errors and incorrect citations
- Created atomic and self-contained rubrics to automate the evaluation of responses to a specific prompt
- Designed system prompts for enterprise-level APIs and created formatted (JSON/XML) user inputs and analysed output patterns to highlight weaknesses of the AI model

Voluntary Experience

Student Course Representative — October 2025 – Present

Queen Mary University of London Students' Union — *London, England*

- Designed engaging online surveys to collate feedback from over **400** students about the course and used iWeaver to analyse trends and highlight common issues
- Organised findings in a report and presented this feedback in student voice committees
- Followed up on action after meetings by relaying important information to other students through online forums

Projects

Portfolio Website with Blog | *HTML, CSS, JavaScript, PHP, mySQL, XAMPP* April 2026 – May 2026

- Developed a RESTful and fully responsive website
- Leveraged mySQL to store my blogs and login details
- Used PHP to handle sessions and manage the database

Typing Race Simulator | *Java, Java Swing* April 2026 – May 2026

- Leveraged Java Swing to create an intuitive GUI, enabling the user to customise typists
- Applied OOP principles to simulate the typing race

UniRead | *Flask, OpenAI, base64, Docker* December 2025 – Present

- Developing a full-stack web application, leveraging Flask to render the web page and parse submitted files
- Implemented caching, reducing latency by **99%** in a cache hit
- Leveraged the gpt5-nano OpenAI API to generate accurate book recommendations (pre-requisites and further reading) based on a specified book
- Evaluated different OpenAI models to trade off between the cost of the API, the performance, output volume and selected the most appropriate model based on user requirements

Packet Encoder | *Assembley, QtSpim* December 2025 – January 2026

- Developed a MIPS program that encodes a domain name into a Domain query packet, in Big Endian
- Achieved a score of **100%** in this coursework as part of the Computer Systems and Networks module

Dynamic Labyrinth | *Python, SQLite3, Tkinter* September 2024 – March 2025

- Implemented advanced algorithms, including: A* search, depth-first search, and recursive hashing (to deal with collisions)
- Developed a responsive and user-friendly UI, leveraging Tkinter and pygame to dynamically render the game, seamlessly displaying changes to the game state and transitioning between GUIs
- Designed a relational database, using SQLite3 to store player statistics and save progress

Technical Skills

Languages: Python, Java, SQL, HTML/CSS, JavaScript, PHP
Developer Tools: VS Code, Docker, GitHub, Git
Libraries: Flask, Tkinter, hashlib, base64, json, os, OpenAI
Certificates:Gold in the Senior UKMT