

PURANJAY KUMAR

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EDUCATION

The London School of Economics

September 2025 – June 2028

BSc Mathematics with Data Science

- Year 1 modules: Programming with Data Science, Statistical Theory, Mathematical Methods, Abstract Mathematics.
- Year 2 modules: Real Analysis, Optimisation Theory, Algorithms and Data Structures, Probability and Distribution Theory, Further Mathematical Methods (Calculus and Linear Algebra), Statistical Inference, Differential Equations.

King Edward VI Handsworth Grammar School for Boys

August 2024 – August 2025

- A-Levels achieved aged 16 (alongside GCSEs): Maths (A*), Physics (A*), Further Maths (A).

EXPERIENCE

Campus Ambassador, Everesteer

August 2026 – Present

- Represent Everesteer, a quantitative prediction tournament platform, to the mathematics, quantitative finance, computing and data science communities at LSE.
- Build relationships with student societies, run campus events and guide students onto the platform, on performance-based pay tied to sign-ups, active researchers and event delivery.

Founder, EduLearn

June 2022 – September 2025

- Founded and scaled a tutoring agency in maths, physics and computer science at GCSE and A-Level, growing monthly revenue from around £70 to £1,500 at its peak.
- Recruited and led a team of 10 to 15 tutors, setting pricing by experience level and matching tutors across roughly 50 students.
- Owned all client relationships, running consultations with parents, managing expectations on progress and resolving complaints directly.
- Maintained delivery quality across a distributed team by gathering feedback from students and parents independently of tutors, then coaching or rematching where needed.

Competitor, QuantHack Trading Competition

June 2026

- Managed a \$1m simulated portfolio on a realistic trading platform sponsored by Anthropic, AI Engine and Nvidia, with standings based on total return, maximum drawdown and Sharpe ratio; finished in the top 20 of 300 participants.

Competitor, Rockstar Games Datathon

September 2025

- Built statistical models in Python to identify the main drivers of player engagement and retention from large-scale in-game economic data; placed second for analysis and presentation.

PROJECTS

Moving-Average Crossover Backtest (Python, pandas, matplotlib). Backtested a 20/50-day moving-average crossover on SPY over 2015–2024 against a buy-and-hold benchmark, with realistic transaction costs and a one-day signal lag to avoid lookahead bias. Found the strategy reduced drawdown but underperformed on return once costs were included. Code: github.com/Pickle1200/ma-crossover-backtest

Market Risk-Return Dashboard (Python, pandas, matplotlib). Analysed a four-asset portfolio (equities, tech, long bonds and gold) over 2018–2026, computing return, volatility, risk-adjusted Sharpe ratios, correlations and maximum drawdown, and set out the limitations of the analysis. Code: github.com/Pickle1200/Market-risk-dashboard

Roblox Game Development (Luau). Designed and shipped three live multiplayer games solo over one summer, the fastest built in a single night. The largest covers the full stack from gameplay systems to a persistent player economy and a monetisation layer of seven game passes and three consumable products. Balanced pricing and progression so the in-game economy stays solvable at every stage.

SKILLS & AWARDS

Programming: Python (pandas, NumPy, data analysis and modelling), C, Excel.

Analytical: statistics, probability, regression, optimisation, data analysis.

Activities: Head of Outreach, LSE Accounting Society. SEO London, member of the Finance & Corporate stream and the Real Estate Academy. Attended a J.P. Morgan insight event, June 2026. Swimming captain at school for two years.

Awards: UK Bebras Computing Challenge 48/48 (top 1% nationally); Gold and Cayley Olympiad qualification (Intermediate Maths Challenge); Headmaster's Top Scholar 2025.