Benjamin Danek

Student and Software Engineer interested in building remarkable products accessible for everyone.

Minneapolis, MN 55408 (408) 455-6822 danekbenjamin@gmail.com

EXPERIENCE

Software Engineer, San Francisco CA — *New Relic Inc.*

06/2021 - PRESENT

Full Stack engineer on the Errors Inbox product team. (Java, Typescript, React, Kafka, GraphQL)

Distill petabytes of observability metrics to provide customer insights on their deployed applications.

- Own feature design, and implementation
- Own Infrastructure decisions and scalability
- Own product SLAs with on call rotation
- Take leadership opportunity as sprint planner and feature lead

Software Engineer Intern, Phoenix AZ — New Relic Inc.

05/2020 - 08/2020

• Full Stack intern on the Synthetics product team. (Java, Typescript, React, Docker, Selenium, Bash)

Machine Learning Intern, Fremont CA — Lam Research

06/2019 - 08/2019

• Time series analysis for predictive maintenance in semiconductor manufacturing. (Python, Keras, PCB Design, Arduino)

June 2018 - August 2018

 Solving manufacturing quality control problems with Deep Computer Vision Models. (Python, Tensorflow, OpenCV3)

Undergraduate Research Assistant, Tempe AZ — Arizona State University

03/2018 - 05/2020

 Deep Learning research at the Design Informatics Lab on characterizing Adversarial Examples in neural networks. (Python, Tensorflow, OpenCV3)

Teaching Assistant, Tempe Arizona — Arizona State University

01/2019 - 12/2019

• CSE 240: Introduction to Programming Languages (C, C++, Racket, Prolog).

SKILLS

Java, Typescript, Javascript (ES6), Python, React, GraphQL, Kafka, AWS, Docker, Bash, SQL, Node, Pandas, numpy, scipy, pytorch, C++ Object-Oriented Programming, Figma

AWARDS

ASU Academic Achievement Scholar (2017 - 2021)

Fulton Undergraduate Research Initiative Recipient (Spring 2019)

Fulton Undergraduate Research Initiative Recipient (Fall 2020)

LANGUAGES

English Czech

VOLUNTEER

First Lego League: Chicanos Por La Causa, Phoenix AZ

Animal Assisted Happiness, Sunnyvale CA

EDUCATION

University of Illinois Urbana Champaign — Master of Computer Science

August 2022 - December 2023 (Expected)

Coursework in Distributed Systems, Applied Machine Learning, Deep Learning for Healthcare.

Arizona State University, Tempe AZ — B.S. Computer Science

August 2017- May 2021

3.8/4.0 Computer Science GPA, 3.7/4.0 overall GPA.

Graduated with Magna Cum Laude Honors, Deans List.

LEADERSHIP & PROJECTS

PyHealth — Sunlab, University of Illinois, Urbana-Champaign

Open source contributor to PyHealth data science package: https://pyhealth.readthedocs.io/ (Python, torch, numpy, pandas,

Anto — Open Source

Developed a screening tool that aggregates pesticide usage reports submitted to the state of California for approximating an individual's pesticide exposure based on geography. Submission to the Stanford School of Medicine Catalyst competition.

(Python, Typescript, React, NodeJS, Google Cloud Platform, Postgres)

D.R.I.F.T. — Capstone Project at Arizona State University

Co-lead of a CI tool used for automated vulnerability detection on the PX4 open-source flight controller. Work done in partnership with Dr. Jnaneshwar Das' Distributed Robotics Exploration and Mapping Systems Lab.

(C++, Python, Javascript, Amazon Web Services, Bash, AFL)

Digital Whiskers — Engineering Projects in Community Service

Technical Lead on IoT project aimed at using LIDAR measurement and wearable haptic apparel to provide communicate spacial layout to visually impaired. Work funded by the Engineering Projects in Community Service (EPICS) Gold program.

(C++, Python, LIDAR, Arduino, Soldering)