

# Benjamin Danek

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Software engineer inspired to benefit humanity by building exceptional software.

## SKILLS & INTERESTS

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- **Technology I Want to Contribute to**  
Distributed and Serverless computation.  
ML And Optimization Applications.  
Web Interfaces.
- **Tools & Languages**  
Typescript, React, GraphQL, Python, Java, C++, C.  
English, Czech, Spanish.

## EXPERIENCE

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- **New Relic Inc.**  
Full Stack Software Engineer - San Francisco, CA  
Developed a novel product, Errors Inbox, for consolidating outputs of New Relic's various observability products.  
**Tools:** React, Typescript, Java, Docker, GraphQL  
*Summer 2021 - Present*
- **New Relic Inc.**  
Full Stack Software Engineering Intern - Phoenix, AZ  
Solved UI and backend bugs in Synthetics legacy codebase, implemented novel product features.  
**Tools:** React, Typescript, Java, SQL  
*Summer 2020*
- **Lam Research Corporation**  
Hardware Engineering Intern – Fremont, CA  
During 2018 Summer made dataset and implemented Deep Neural Network in component manufacturing process.  
During 2019 Summer designed a system for generating and collecting time series test data for predictive maintenance model.  
**Tools:** Python, Keras, OpenCV, ExpressPCB, Arduino  
*Summer 2018, Summer 2019*
- **Arizona State University**  
Undergraduate Research Assistant – Tempe, AZ  
Participated in Deep Learning Research group under Dr. Yi Ren. Led the Adversarial Attack on RL Agents project.  
**Tools:** Python, OpenCV, Tensorflow  
*Spring, Fall 2019*

## PROJECTS

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- **Anto, Pesticide Exposure Screening Tool**  
Lead engineer of Anto, a tool which quantifies the likelihood any person has been exposed to pesticides within the state of California. Wears many hats, responsible for system architecture, implementation, production systems, and project management. Applicant to Catalyst at Stanford University School of Medicine.  
<https://tryanto.io/>  
*Python, React, NodeJS, Javascript, SQL, Google Cloud, Git*
- **FURI Adversarial Attack on RL Agent**  
Implemented program which leverages gradient based optimization for exposing vulnerabilities in neural networks used in autonomous reinforcement learning agents.  
<http://designinformatics.github.io/>  
*Python, Tensorflow, Numpy*
- **DRIFT: Drone Research Integrated Fuzzing Tool**  
Automated bug discovery on Open Source PX4 drone flight software via Fuzzing. Senior Capstone Group Project in partnership with Jnanseshwar Das at ASU.  
<https://github.com/DREAMS-lab/DRIFT>  
*Bash, Travis CI, AWS, AFL*

## EDUCATION

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- **B.S.Computer Science CGPA: 3.65/4.00**  
Arizona State University 2017-2021
- **Significant Courses**  
Data Structures and Algorithms  
Design Optimization Techniques  
Applied Computational Methods  
Foundations of Algorithms  
Semantic Web Mining

## OTHER

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- **Chicanos Por La Causa Volunteer**  
FIRST Lego League Coach – Phoenix, AZ  
Team #46178, Chicabots.  
*Fall 2019*