Daniel G. Rusk

dgr73@cornell.edu
Website: www.dannyrusk.netlify.app

EDUCATION

Cornell University, Ithaca NY   August 2019 – May 2023
GPA: 3.83
School: College of Agriculture and Life Sciences
Major: Information Science
Relevant Coursework: Functional Programming, App Design and Prototyping, Data Driven Web Development,
Human – AI Interaction Research Seminar, Object-oriented Programming and Data Structures, Introduction to Data Science,
Statistical Theory and Application, Quantitative Analysis of Public Policy
Awards: Cornell Dean's List (2019, 2020, 2021)

TECHNICAL SKILLS AND KNOWLEDGE

Proficient in: Python, JavaScript, Vue, React/ React Native, Java, Pandas, PHP, SQL
Knowledgeable in: Swift, Scikit-learn, R, D3.js, OCaml, C#, ASP.NET, Figma

WORK EXPERIENCE

Engineering Associate, Teamworthy Ventures   June 2022 – Present
- Created company data dashboards that display key metrics and interactive visualizations to expedite the discovery process for new investment opportunities
- Leveraged JavaScript and API calls to build an interface that streamlined modular and code-free database searching
- Collaborated with interns to deploy ASP.NET web app to efficiently track Voice of Customer research

Teaching Assistant, Networks, Crowds, and Markets   September 2021 – December 2021
- Hosted 24 weekly 1-on-1 consultation hours guiding over fifty students through ten problem sets
- Explained concepts related to social networks, the web, markets, game theory, etc. with students

Research Assistant, Communications and Collaborative Technologies Lab   July 2021 – August 2021
- Worked under PhD candidate to create VR disaster relief drone simulator in Unity with C#
- Leveraged Object-oriented paradigm to construct a virtual model with matching physics to real life

App Developer, Greener Earth   June 2021 – August 2021
- Utilized Swift fundamentals gleaned from online documentation to create app that delivered daily sustainability tips

Front-end App Developer, Swing Campaign   March 2020 – September 2020
- Worked with team using React Native to build app that connects politicians and their constituents, and launched it to over 100 initial users
- Personally built eight screens and several features according to UX team's design specifications

PROJECTS

Progressive Web App Final Project with Vue.js – 98 %
- Designed and built a high-fidelity vegetable catalog web application using Figma and Vue.js
- Implemented search and filter functions supporting open text search and tag filtering

Settlers of Catan in OCaml – 100%
- Created a functional version of Settlers of Catan board game in OCaml
- Collaborated with 3-person team and personally delivered functionality to facilitate players' moves and gameplay

Indiana Jones Greedy Algorithm in Java – 98.1%
- Created greedy algorithms that with a given amount of steps, mapped a rescue and escape route with which Indiana could traverse the cavern, collecting gold on the way, in the shortest amount of time utilizing a DFS search

ACTIVITES

Treasurer, Cornell Club Basketball   September 2021 - Present
- Managed 1,000-dollar budget for games, tournaments, and equipment

Software Developer, Cornell Creatives Club   June 2021 – June 2022
- Personally deployed redesigns of two pages of the Club website utilizing HTML, CSS, and Javascript