Daniel Giaime

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Looking for a Summer 2018 Internship in Software Development

SKILLS

LANGUAGES
Java • C# • C
Javascript • Ruby • MATLAB
FRAMEWORKS/TOOLS
Git • IntelliJ
JUnit • RSpec • Selenium

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY
BS in Computer Science
Expected May 2020 | Rochester, NY | Cum. GPA: 4.0
BS in Game Design and Development
Expected May 2020 | Rochester, NY | Cum. GPA: 4.0
AI Club - Machine Learning Lead
Honors Program

AWARDS

BEST VIDEO GAME (2016)
HackRPI
BEST VIDEO GAME (2017)
Brick Hack 3
BEST INSIGHTS (2017)
Datafest RIT

EXPERIENCE

CONSTANT CONTACT | Software Engineering Intern
June 2017 – August 2017 | Waltham, MA - www.constantcontact.com
- Built REST endpoint in Java 8 to perform up to 1000 concurrent DNS lookups to determine validity of email domains.
- Manually built request packets and interpreted response packets to avoid external library usage and improve performance.
- Wrote integration/acceptance tests in Rspec and Selenium.
- Refactored frontend JSPs into Javascript/Jquery.

RIT COMPUTATIONAL BIOMEDICINE LAB | Research Assistant
February 2017 - May 2017 | Rochester, NY - goo.gl/JEcyop
- Worked on a team of 3 doing Machine Learning research to classify EKG signals as certain heart defects.
- Architected hierarchical system of models to achieve better results from poorly performing models.
- Implemented model-averaging based confidence system for determining most likely classifications.

PROJECTS

TI-84 PROGRAM DEVELOPMENT | Java, TI-BASIC
- Created Java tool to convert .txt files into TI-BASIC compilable programs.
- Worked with classmates to create error-catching programs to ensure usability.
- Wrote instructions and altered program over time to make tool more usable to classmates.

RED-BLACK TREE IMPLEMENTATION | C#
- Built Red-Black Tree based on online material describing high level overview of structure.

UTILITARIAN ATTACHMENT | C#
- Network attachment simulation based on formula derived from the law of decreasing marginal utility. Intended to parallel how friendships form in a group.

HOLOBOARD | C#
- Worked with a team to create a robot that draws on a whiteboard based on user drawing on a virtual whiteboard.
- Responsibilities included building Windows Store App used in Hololens, transforming drawing into sets of instructions to be transmitted over TCP to robot.

PATHFINDING LIBRARY | C#, Unity
- Built pathfinding library/demo in Unity to mimic Pathfinding.js
- Users can add walls to grid, limiting where path can go
- Users can run various pathfinding algorithms on grid
- Currently supports - BFS, DFS, Dijkstra's, A*

MALLOC/FREE IMPLEMENTATION | C
- Created a linked list based Malloc/Free implementation to better understand dynamic memory allocation.

PROBABILISTIC DATA STRUCTURE STUDY
- Independent Study in various probabilistic structures and randomized algorithms
- Topics include Bloom Filters, Skip-Lists, Randomized Quicksort, and Markov Processes