

# Daniel Philipov

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## EDUCATION

<b>University of Illinois at Urbana-Champaign</b>	<b>Aug 2023 – May 2027</b>
• B.S. in Computer Science, B.S. in Physics, Minor in Astronomy	GPA: 4.00/4.00
• <i>James N. Snyder Award for Scholastic Achievement, 2025</i>	
• Coursework: Machine Learning, Computer Vision, Data Structures, Algorithms, NLP, Computer Architecture, Operating Systems, Compiler Construction, Quantum Computing, Game Dev, Statistics	
<b>Thomas Jefferson High School for Science and Technology</b>	<b>Aug 2019 – Jun 2023</b>
• Advanced Studies Diploma	GPA: 4.42/4.00
• Coursework: AI, Machine Learning, Quantum Computing, Robotics, Electronics, Astronomy Research	

## SKILLS

**Code Languages:** Python, C, C++, Zig, Rust, CUDA, Java, JavaScript, Docker, LaTeX, Haskell, Nix, OCaml  
**Frameworks:** HuggingFace, PyTorch, TensorFlow, Tk, React, Flask, QEMU, Qiskit, AstroJS

## EXPERIENCE

<b>Google @ Sunnyvale, CA – Software Engineering Intern</b>	<b>May 2026 – Aug 2026</b>
• Improving performance and efficiency of GMail's spam detection.	
<b>Conversational AI Lab @ UIUC – Student Researcher</b>	<b>Jan 2024 – Present</b>
• Train LLM Embodied Agents for dialogue-based task execution with user feedback.	
• Lead co-author on paper accepted to <a href="#">NeurIPS 2024 Open World Agents Workshop</a> .	<b>Summer 2024</b>
• <i>Best Application Award – 2024 Michigan Embodied AI Symposium</i> .	
• Developed demo for <a href="#">DARPA</a> — importance of friction in embodied agents.	<b>Summer 2025</b>
• Designed Multi-Modal User Simulator for training and evaluating embodied agents.	
<b>National Center for Supercomputing Applications – Student Researcher</b>	<b>Aug 2024 – May 2025</b>
• <a href="#">Students Pushing Innovation Program (SPIN)</a> , presented at annual NCSA Student Conference.	
• Developed VLM-based assistant for modifying PowerPoints using visual cues and user instruction.	
<b>CS 128H: Intro to CS II Honors (Rust) @ UIUC – Lead Course Assistant</b>	<b>Jan 2024 – Jan 2026</b>
• I lectured, graded, and mentored students, held office hours, and managed CAs.	

## PROJECTS

<b>Zig OS</b>  – [Zig, QEMU, Asm]	<b>May 2025 – Present</b>
• Currently developing a RISC-V operating system in Zig, with a focus on simplicity and performance.	
<b>Illinix 391</b> – [C, QEMU, Asm]	<b>Mar 2025 – May 2025</b>
• Developed RISC-V operating system, with sound driver, network stack, shell, filesystem, and DOOM.	
• Implemented preemptive multitasking, paged virtual memory, and system calls for user programs.	
• Collaborated with a team of 3 to develop a complete operating system, and won 2nd in the design competition.	

## RESEARCH PAPERS

<b>Simulating User Agents for Embodied Conversational AI</b>  – Philipov, Dongre, Tur, Hakkani-Tür	<b>2024</b>
• <b>Presented:</b> NeurIPS 2024 Open World Agents Workshop, Michigan Embodied AI Symposium (award)	
<b>Generating Exoplanet Artist Renditions using GAN Models (Senior thesis)</b>  – Philipov	<b>2023</b>
• <b>Presented:</b> Junior Science and Humanities Symposium, TJ Symposium to Advance Research	

## HACKATHON AWARDS

<b>Washington Post Prize HackTJ 9.0, 2022</b>	<b>1st Place MechMania AI 31, 2025</b>
<b>Best Developer Tool HackIllinois, 2025</b>	<b>1st Place MechMania AI 30, 2024</b>
<b>1st Place HackIllinois, 2024</b>	<b>3rd Place MechMania AI 29, 2023</b>
<b>1st Place AgentOpsAI HackNight, 2025</b>	