






DANIEL OLSHANSKY

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ABOUT ME

As an engineer at heart with an acquired product mindset, I enjoy building swiftly and thinking deeply. I deliver the most impact in projects that involve cross-organizational collaborations, interspersed with periods of intensive, focused research and learning. Having worked across multiple domains — social media, augmented reality, autonomous vehicles, and blockchains — **my expertise is not in a specific domain, tool or language, but in my ability to immerse myself in whatever I'm working on and tackle any problem from first principles.**

Driven by intellectually stimulating environments with challenging science & engineering problems, I thrive when surrounded by intrinsically motivated individuals who are constantly seeking to learn, innovate, and share knowledge. I firmly believe that with the right mindset, people, and ample focus, there are no limits to what we can achieve.

I enjoy writing, believe mermaid diagrams are a must in all documentation, and am adamant about the fact that all presentations need a joke at least every 10 minutes.

EXPERIENCE

Pocket Network

November 2021 - Present

Head of Protocol

Bellevue, WA

Summary: Managed the protocol team, focusing on blockchain R&D and fostering a collaborative OSS culture

- Developed & maintained a blockchain based decentralized RPC Network protocol handling more than **1.5B daily requests and thousands of users**
- Architected, designed and published **multiple papers** later presenting them at **various conferences**
- Designed and implemented **MVPs of all the L1 blockchain components** and developer tools
- Recruited and mentored a team of **6 core protocol engineers** while managing more than **12 open source contributors**

Technologies & Skills: Blockchain R&D • Crypto-economics • Project Management • Engineering Management • Golang • Python • Merkle Tree • PostgreSQL • Kubernetes • Consensus • Libp2p

Waymo

January 2020 - November 2021

Senior Software Engineer, Planner Evaluation

Mountain View, CA

Summary: Supported the Planner Eval Data Science team to understand, visualize and track on-road risk evaluation

- Built labeling and test set tooling used by over a **hundred data scientists**, collaborating closely with a **dozen data scientists daily**
- Spearheaded the cross-org Test Set initiative, establishing an org-wide system to catalogue and access **thousands of real and simulated annotated vehicle runs**
- Engineered a **bespoke video rendering library** and labeling pipeline, enhancing simulated VRU risk evaluation

Technologies & Skills: Google Infrastructure • Python, C++, & SQL Readability (i.e. approved proficiency) • Quantitative and Qualitative VRU Risk Analysis & Assessment

Magic Leap

August 2016 - January 2020

Lead Software Engineer, AR Cloud & Connected Services

Plantation, FL

Summary: Led a team of **5 engineers** in the design and implementation of cloud and device management solutions for augmented-reality devices

- Contributed to more than **12 patents** in the field of cross-reality system interaction and localization
- Drove cross-organizational efforts across **more than half a dozen teams** in designing and building cloud infrastructure that enabled on-device persistence coordinate frames and object recognition through sparse and dense map localization
- Architected and implemented a device management system for building, tracking, shipping, and upgrading devices **from factory production to thousands end-users**

Technologies: Elixir • Python • NATS • MQTT • PostgreSQL • AWS • Kubernetes • Sparse & Dense Map Localization
 • Object Recognition

Twitter

Software Engineer, Full Stack

July 2014 - August 2016
San Francisco, CA

Summary: Worked on a variety of backend systems, client APIs, data analytics, and features across multiple platforms.

- Designed and implemented robust and scalable backend systems and client APIs for the GIF Search and Stickers used by **10s of millions** of users daily
- Built and maintained **dozens of automated Scalding jobs** for data collection and analysis, driving key product decisions through a deep understanding of user behavior.
- Contributed to various feature across Android and Web platforms, including VIP accounts, profile pages, and notifications timelines.

Technologies: Scala • Android • Web Development • Scalding • Twitter Infrastructure

Internships

Software Engineer Intern

2013; 2012; 2011
Mountain View; San Francisco; Toronto

Google: Developed, open-sourced & released **6 videos** demoing animations on behalf of the Android core graphics team

Twitter: Developed the public **Twitter Safari extension** and an **internal iOS direct messaging** app

ModiFace: Developed **3 iOS applications** featuring computer vision algorithms built by ModiFace

EDUCATION

University of Toronto

B.A.Sc in Engineering Science, Electrical & Computer Engineering

September 2010 - May 2014
GPA: 3.84

AWARDS AND ACHIEVEMENTS

Scholar's Award

University of Toronto

Annually (2010 - 2014)

Consistently ranked in the top 10% of my class, receiving the Scholar's Award each year.

School Medal

William Lyon Mackenzie Collegiate Institute

June 2010

Awarded the school medal for the highest overall average & 3 awards for being top student in Math, Physics, & Chemistry.

SKILLS & INTERESTS

Skills	Software Development, Technical Communication, Learning & Teaching, Prompt Engineering & Googling, Working Hard, Finding Intrinsic Motivation
Interests	Hiking, Value Investing, Calisthenics, Meditation, Curiosity
Languages	English, Russian, Hebrew