DANIEL OLSHANSKY

olshansky.daniel@gmail.com ◇ 415-735-5911 ◇ olshansky.info ◇ Bellevue, WA

 @olshansk   @olshansky   dolshansky   olshansky.substack.com   olshansky.medium.com

ABOUT ME

A s an engineer at heart with an acquired product mindset, I enjoy building swiftly and thinking deeply. I succeed in projects that involve cross-organizational collaborations, interspersed with periods of intensive, focused research and learning. I've worked across multiple domains — from social media to augmented reality, autonomous vehicles, and blockchains — requiring me to continually adapt while mastering new tools and programming languages.

I'm driven by intellectually stimulating environments and 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
Engineering Lead, Protocol R&D

November 2021 - Present
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
Senior Software Engineer, Planner Evaluation

January 2020 - November 2021
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
Lead Software Engineer, AR Cloud & Connected Services

August 2016 - January 2020
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 • PostgresSQL • AWS • Kubernetes • Sparse & Dense Map Localization • Object Recognition

Twitter
July 2014 - August 2016
Software Engineer, Full Stack
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
2013,2012,2011
Software Engineer Intern
Toronto, San Francisco, Mountain View

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
September 2010 - May 2014
B.A.Sc in Engineering Science, Electrical & Computer Engineering
GPA: 3.84

AWARDS AND ACHIEVEMENTS

Scholar's Award
Annually (2010 - 2014)
University of Toronto

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

School Medal
June 2010
William Lyon Mackenzie Collegiate Institute

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