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 Im 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
Head of Protocol

November 2021 - Present
Bellevue, WA

Summary: Led the protocol team, focusing on blockchain R&D, OSS development and enabling 3rd party businesses

- Managed the development & maintenance of a decentralized RPC Network Protocol handling 1.5B+ daily requests

- Architected, designed and published multiple specifications later presenting at various conferences

- Designed and implemented MVPs of all the L1 blockchain components and developer tools

- Rebuilt the entire protocol of 6 core protocol engineers with the departure of the prior CTO, putting in places processes for hiring, on-boarding and working with external parties & contributors

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

Waymo (Alphabet Subsidiary)
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   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 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   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 & released 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