

# DANIEL OLSHANSKY

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## ABOUT ME

**Superpower:** Working, learning, reflecting, and adapting.

**Approach:** Work is integrated into my life; I alternate between long stretches of deep focus and short bursts of intensity. I gather context throughout the day and make tough decisions by weighing execution against ideology; after a good night's sleep and a morning workout.

**Mindset:** Physical training taught me the mind-body connection; mental training taught me self-awareness. I apply both to understanding people and context, creating environments that push people to do their best work.

**Craft:** Deep software tech: building systems, tools, and infrastructure that leads to lasting impact by bridging engineering rigor with scientific curiosity.

**Drive:** To build a generational company with a timeless brand that inspires future founders to push the frontier forward.

## EXPERIENCE

### CTO @ Grove

2025 - Present

- **What I'm learning:** UX onboarding and user value has to be clear, simple and delivered immediately.
- **What I'm doing:** Enabling creators to earn revenue for original content through micro-payments by Agents who crave data and Humans who crave experience.
- **Result:** Stay tuned.

### Head of Protocol @ Pocket Network (CTO @ Grove Labs)

2022 - 2024

- **What I learned:** Emotional intelligence matters more than raw intellect when leading teams and organizations.
- **What I did:** Led R&D for a permissionless API marketplace, connecting a small core team with a broad ecosystem to enable decentralized data access.
- **Result:** Launched a \$100M+ protocol handling \$1B+ in daily network requests across dozens of exchanges and hundreds of stakeholders.

### Founder & CEO @ GetSoils

2021 - 2022

- **What I learned:** Selling new technology to legacy industries is far harder than building it.
- **What I did:** Built a construction marketplace for excess soil from zero to one, connecting contractors and disposal sites.
- **Result:** Validated market demand while uncovering critical lessons about adoption cycles in traditional industries.

### Senior Software Engineer @ Waymo (Alphabet)

2020 - 2022

- **What I learned:** Developed deep intuition around AI, ML, and evaluation frameworks. Learnt how to enable data science teams to focus on research instead of infrastructure.
- **What I did:** Built the test-set corpus and labeling infrastructure that streamlined evaluations for the Planner Eval team.
- **Result:** Created a data corpus spanning thousands of real and synthetic datasets, used by dozens of data scientists across the company to run hundreds of evaluations; this work laid the foundation for an organization-wide evaluation initiative.

### Lead Software Engineer @ Magic Leap

2016 - 2020

- **What I learned:** How to collaborate across hardware, research, product, and gaming teams. How to navigate cross-organizational politics, and what happens when a company raises too much, too early.
- **What I did:** Architected and built a cloud-based digital twin of the real world, leveraging raw sensor data for object recognition and both sparse and dense mapping to enable cross-reality experiences.
- **Result:** Supported the launch of the Magic Leap One (ML1), released the first version of Magic Leap's Shared World SDK, and led a team of five engineers while contributing to more than fifteen patents.

### Software Engineer @ Twitter

2014 - 2015

- **What I learned:** How large organizations operate, how to design scalable systems, and how to evolve from simply coding to true engineering.
- **What I did:** Designed and built features across the entire stack - mobile, web, and backend.
- **Result:** Delivered GIF search, custom timelines, and follow-graph features for verified users; prototyped emoji reactions and new profile page functionality.

## EDUCATION

### University of Toronto

2010 - 2014

B.A.Sc in Engineering Science, Electrical & Computer Engineering • GPA: 3.84 • Dean's List • NΨ 1T4

### William Lyon Mackenzie CI

2006 - 2010

Awards: Chemistry, Physics, Math, Highest GPA • **Extracurriculars:** Pres. of Programming Club; VP of Ping Pong Club

## ADDITIONAL RESOURCES

**Writing:** Posts, Thoughts, Substack, Medium

**Consuming:** Books, Podcasts, Movies, TV

**Presenting:** YouTube playlist of Talks & Interviews

**Publishing:** Google Scholar

\*Note: All items above are hyperlinked.