






# DANIEL OLSHANSKY

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## ABOUT ME

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I am an engineering-minded, product-driven individual with a passion for solving complex problems. I thrive in roles that balance cross-organizational collaboration with periods of deep, focused research and thinking. My experience spans multiple domains, including blockchain technology, autonomous vehicles, augmented reality, and social media. I find my drive in intellectually stimulating environments, surrounded by intrinsically motivated individuals, continually seeking to learn, innovate, and deliver exceptional results. I firmly believe that with the right mindset, people, and ample focus, there are no limits to what we can achieve.

## EXPERIENCE

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### 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

- Maintained updated an L1 decentralized RPC Network protocol supporting more than **1.5B daily requests**
- Drove the vision of the protocol, presenting at multiple conferences, publishing papers & specifications
- Cultivated an open-source, documentation-driven, developer-focused environment within the broader community
- Designed and implemented MVPs of all the L1 blockchain components and developer tools
- Recruited, managed, and mentored a team of **4-6 protocol engineers**

**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 both 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 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

## EDUCATION

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### University of Toronto

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

*September 2010 - May 2014*

*GPA: 3.84*

## AWARDS AND ACHIEVEMENTS

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### 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

Received the school medal for the overall highest average and 3 additional awards for being top student in Math, Physics, and Chemistry.

## SKILLS & INTERESTS

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