

# DANIEL OLSHANSKY

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## ABOUT ME

**Superpower:** Rapidly learning, synthesizing context, and adapting in complex systems.

**Approach:** Work is integrated into my life. I alternate between sustained deep focus and short bursts of intensity, gathering context continuously and making hard tradeoffs between execution and ideology.

**Mindset:** Physical training taught me discipline and the mind-body connection; mental training taught me self-awareness. I apply both to understanding people, incentives, and organizational dynamics.

**Craft:** Deep software systems, tools, and infrastructure. I bridge engineering rigor with scientific curiosity to build durable leverage.

**Drive:** Build a generational company with a timeless brand that expands what future founders believe is possible.

**Mission:** Help every human achieve their full potential, starting with myself.

## EXPERIENCE

### Pocket Network

November 2021 - Present

*Head of Protocol*

*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 place 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)

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

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 Toronto2010 - 2014

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

William Lyon Mackenzie CI2006 - 2010

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

AWARDS AND ACHIEVEMENTS

Scholar’s AwardAnnually (2010 - 2014)

University of Toronto

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

School MedalJune 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.

ADDITIONAL RESOURCES

Writing: Posts, Thoughts, Substack, Medium

Consuming: Books, Podcasts, Movies, TV

Presenting: Talks & Interviews

Publishing: Google Scholar

*\*All items are hyperlinked.*