

# DANIEL SUTTON

| AI & Software Engineer |

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## PROFESSIONAL SUMMARY

I'm Daniel, a software engineer with a knack for AI, a love for solving real-world puzzles, and a belief that every tough challenge is just a series of small wins waiting to happen. I'm all about diving into new tech and growing every day. I've crafted machine learning models that do more than just crunch numbers, they help uncover patterns and tell stories hidden in data.

## WORK EXPERIENCE

### Machine Learning Engineer (Intern) | Trifork | Copenhagen, Denmark

- Delivered two production-grade systems for billion-dollar clients, focusing on edge ML and real-time visualization
- Designed and deployed a full end-to-end quality assurance system using a YOLOv11 model with oriented bounding boxes and synthetic data generation (90–95% accuracy from just 100 images)

### Software Engineer (Student Assistant Developer) | Visiopharm | Hørsholm, Denmark

- Maintained and improved core digital pathology software by identifying and fixing bugs in a large-scale C++ codebase
- Transitioned to developing a .NET Razor web application, contributing full-stack features in collaboration with the UI/UX team
- Gained experience working with enterprise-grade systems and agile workflows within a cross-functional team of engineers and designers

## EDUCATION

### B.Eng. in Software Engineering

Technical University of Denmark (DTU)

- Supplemented with 2 semesters in IT and Economics

## SKILLS

Custom ANNs, YOLOv11, DeepStream, C, C#, C++, Python, Rust, Typescript, Java, Docker, SQL, Razor, React, Streamlit, Redis, Clean architecture, hardware integration (Jetson)