

DANIEL WALDER

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EXPERIENCE

ISHAP CARD – Vienna, Austria

Software Engineer Intern

Summer 2019

- Invented predictive risk model to automatically identify scammer companies from the Austrian company registrar, written in PHP and Python
- Discussed and designed SQL relational database with CTO for large-scale data analysis with the risk model
- Automated visualization of 200+ scam company's histories and interconnections with Python. Presented insights to the CEO, clients and the Austrian Federal Ministry of Finance

ROCKET PROPULSION LABORATORY – San Diego, USA

Avionics Software Engineer

Sept 2018 – June 2019

- Developed critical communication protocols for \$200,000 Liquid-Propellant rocket in C and Java
- Engineered rocket procedures by implementing and organizing sensor readings, ECU, flight computer and valve controls
- Discussed courses of action in a multidisciplinary 40+ student team and thoroughly documented all work

LEADERSHIP & RESEARCH

PERCIPIO<BIGDATA> - Maribor, Slovenia

Business Analyst

Jan 2021 – Present

- Leading the US sales and marketing team of Percipio, reporting progress weekly to founders and investors
- Revising the business model and marketing strategy of the company for the US research sector
- Developing extensive data analysis measures currently to leverage customer behavior and feedback

CovidCode - San Diego, USA

Project Manager

Sept 2020 – Dec 2020

- Managed 11 Computer Science students in a term long iOS project enhancing Covid-19 case tracking
- Applied many Agile Project Management methodologies and planned and lead weekly team and customer meetings
- Recognized as one of the most valuable team members by my team and the teaching staff

PROTOLAB – San Diego, USA

Researcher, Software Engineer

Sept 2020 – Present

- Researched, designed and currently developing data-driven discussion tools to enhance data literacy and data-centered talk in online communities
- Created studies to test hypotheses regarding data bias and dynamic data-centered task assignments

Trumpagotchi - San Diego, USA

Founder

Summer 2020

- Recruited international team of artists and political scientists and developed iOS-App in Swift which we released onto the AppStore in September 2020
- Utilized state of the art game programming practices focused on scalability, such as entity component systems, state machines and physics engines

EDUCATION

UNIVERSITY OF CALIFORNIA – San Diego, USA

Graduation June 2022

Bachelor of Engineering, Computer Engineering; Cumulative GPA: 3.8/4.0

Minor in Cognitive Science; Provost Honors every Term

ADDITIONAL

Technical: Python, Java, C/C++, Swift, PHP, SQL, HTML/CSS/JS, ARM, Pandas, MATLAB, NodeJS, AWS

Languages: Native in German; Fluent in English; Conversational Proficiency in Spanish

Certifications & Training: Ex Austrian Military, Certified Paramedic, Certified Judo Assistant Instructor