Daniel Engbert

danielengbert@gmail.com   410-776-1195   Forest Hill, MD

portfolio: github.com/dangbert

Education	**University of Maryland Baltimore County (UMBC)**	May 2019
	▪ Computer Science B.S degree with a minor in Mathematics	
	▪ 3.73 GPA	

Work Experience	**Engineer,** *Robotic Research LLC*	June 2019-Present
	Software engineer supporting the development of autonomous software for the electric shuttle *Olli*. Developed training materials for new hires on the team, and led a training workshop on our data collection and analysis process.	
	Teaching Assistant and Private Tutor, *UMBC*	Feb 2018-May 2019
	Worked as a TA for an intro C++ programing course, and as a private tutor for C++ data structures. Led the course's lab section, helping students practice new concepts.	
	Computer Vision Intern, *Robotic Research LLC*	Summer 2018
	Trained a neural network on several datasets to perform object detection and wrote code for calibrating and using stereo image cameras. Researching and understanding both these tasks was a great hands-on application of my linear algebra and calculus skills.	
	Resident Assistant, *UMBC*	Summer 2016
	Worked as a RA, managing a floor of ~30 students for two years. Prepared educational materials and programs related to study skills, games, diversity, culture, etc.	
	Math Tutor, *The Science and Math Academy (Magnet Program) - Aberdeen High School*	2014
	Volunteered as a AP Calculus AB tutor, helping two students over a year.	
	Assistant Programming Instructor, *Black Rocket Productions*	Summer 2014
	Taught basic 3D modeling, game and web development at a kids technology summer camp. Planned and directly led the web development (programming) lessons.	
	Summer Camp Counselor, *Boy Scouts of America*	Summers 2011-2014
	Taught various Merit Badge classes to scouts and managed a visiting Scout Troop each week by serving as a liaison between them and the camp leaders.	

Projects	**YouTube Channel**	2018-2020
	Filmed and edited over a dozen YouTube videos, ranging from teaching coding concepts and photo editing, to travel videos and tips.	
	Ray Tracer – *Course Project*	2018
	Designed a ray tracer program in C++ capable of rendering images and videos of 3D scenes with shading, shadows, and reflections. Researching and developing this project was a fantastic exercise in applied linear algebra.	

Skills/ Involvement	**Programming and Tools**
	▪ Python, C++, C, Shell Scripts, Java, R
	▪ JavaScript/HTML/CSS, React, Flask, SQL, PHP, Apache, Docker, Android Studio
	Software: Experience with 3D modeling, image and video editing.
	Electronics: Extensive Arduino and PIC microcontroller experience.
	Languages: Spanish (C1 level), Portuguese (A2 level)
	Involvement:
	▪ UMBC Environmental Task Force Club
	▪ UMBC Hackers Club (participated in 5 Hackathons)
	▪ Eagle Scout (2014)