

Daniel Engbert

SOFTWARE ENGINEER

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Education

University of Maryland Baltimore County (UMBC)

Baltimore, MD

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, WITH A MINOR IN MATHEMATICS, GPA: 3.7/4.0

May 2019

Experience

Scale AI

San Francisco, CA

PRODUCT ENGINEER

Feb. 2021 - June 2021

- Developed a full stack (self service) tool for customers to upload data (e.g. images, documents) and receive a labeled dataset for training their AI algorithms. Automated assigning workers to labeling a project's data, managing their assignment with automated training courses and quality control mechanisms (using React, Node.js, and MongoDB).
- Presented system demos and provided support to customers to reach their project goals; ultimately enabling higher quality datasets for their machine learning applications.

Robotic Research LLC

Gaithersburg, MD

SOFTWARE ENGINEER

June 2019 - Jan. 2021

- Supporting the development of autonomous software for the electric shuttle Olli. Lead the deployment/mapping process for new autonomous routes across several cities.
- Created a web app for searching/downloading data (stored in the cloud) collected from fleets of autonomous vehicles around the world (utilizing Flask, and various AWS services).

Robotic Research LLC

Gaithersburg, MD

COMPUTER VISION INTERN

June 2018 - Aug. 2018

- Trained/evaluated a neural network on several datasets to perform object detection in photos. Wrote Python scripts to convert various datasets into a common format for training.
- Created a C++ camera driver for a computer vision system in a ROS pipeline.

AT&T

Columbia, MD

SOFTWARE DEVELOPER INTERN

May. 2017 - Dec. 2017

- Improved a network security tool by writing shell scripts to manage a Hive database built on top of a Hadoop Distributed File System, and by integrating a deep packet inspection C library into the tool. Participated in (Agile) code reviews and sprint planning.

Imaging Research Center at UMBC

Baltimore, MD

FULL STACK WEB DEVELOPER INTERN

June 2016 - Aug. 2016

- Helped develop retrieverstories.umbc.edu (a social media site for current/former students to share their experiences). Developed new features using PHP, SQL, HTML, and CSS.
- Created a framework to safely predict the performance and correctness of worker processes handling concurrent requests from a production environment. Preemptively caught and fixed regressions related to increased cpu instructions, caching, and global state contamination.

Projects

Shellfish

- A command line interface based on the Unix Bash shell, written in C.
- Supports EOF (Ctrl-D) and SIGINT (Ctrl-C), multiple commands per line, and chained redirection and piping.

Zero Robotics

- Semifinalist out of 200 teams in MIT's international high school programming competition in C.
- Implemented 3D vector physics and game strategy for an autonomous satellite simulation using the ZR API.

Skills

Languages Python, Java, JavaScript, C, Ruby, Hack, Scheme

Frameworks Django, Jenkins, Chef, React, Angular, Flask, AWS, Docker, GraphQL