




# Daniel Engbert

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 portfolio: github.com/dangbert

Education	<b>University of Maryland Baltimore County (UMBC)</b> <ul style="list-style-type: none"><li>Computer Science Major, Math Minor</li><li>3.7 GPA, 135 Credits</li></ul>	May 2019
Work Experience	<b>Teaching Assistant and Private Tutor, UMBC</b> Working as a TA for an intro C++ course, and as a private tutor for C++ data structures. <b>Computer Vision Intern, Robotic Research LLC</b> Trained a Caffe2 neural network on several datasets to perform object detection and wrote Python scripts to convert various datasets to a common format. Helped develop a C++ camera driver for a computer vision system in a ROS pipeline. <b>Software Developer Intern, AT&amp;T</b> 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. <b>Full Stack Web Developer Intern, UMBC Imaging Research Center</b> Added a major feature to retrieverstories.umbc.edu (UMBC's social media site) allowing users to discover and group related posts into a public collection. Created the full-stack solution for this feature using PHP, SQL, HTML, JS (with jQuery), and CSS. <b>Assistant Programming Instructor, Black Rocket Productions</b> Taught basic 3D modeling and HTML/CSS programming at a kids technology summer camp. Planned and directly lead the web development instruction.	Feb 2018-Present Summer 2018 May 2017-Dec 2017 Summer 2016 Summer 2014
Projects	<b>spearopedia.com – Personal Project</b> Created a website to help people browse and compare spear-fishing equipment. Hosted the site on AWS using Python, Flask and a PostgreSQL database. Implemented user accounts, an admin page for adding new products to the database, and unit tests. <b>Where to Live – Course Project</b>  Created a website for users to discover the optimal places to live based off search criteria. Identified several data sources to use, designed an SQL schema, and created scripts to ingest the data into the database (queried a web API for data about every county in the U.S. and merged the data with ingested .csv files). Hosted the site with Apache on AWS. <b>Ray Tracer – Course Project</b>  Designed a ray tracer in C++ capable of rendering images and videos of 3D scenes with shading, shadows, and reflections. Also implemented a rasterizer and mesh smoother.	2017 2018 2018
Skills/ Involvement	<b>Programming and Tools</b> <ul style="list-style-type: none"><li>Python, C++, C, Shell Scripts, Java, R</li><li>Flask, SQL, PHP, Node.js, React, JavaScript, HTML, CSS</li><li>Linux, Docker, Apache, Git, SVN, Android Studio</li></ul> <b>Software:</b> SolidWorks, SketchUp, EAGLE CAD, Photoshop, HitFilm (video editing) <b>Electronics:</b> Extensive Arduino and PIC microcontroller experience <b>Languages:</b> Spanish (intermediate level) <b>Involvement:</b> <ul style="list-style-type: none"><li>Resident Assistant (2 years)</li><li>UMBC Environmental Task Force Club</li><li>UMBC Hackers Club (participated in 5 Hackathons)</li><li>Eagle Scout</li></ul>	