



Daniel Engbert

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 portfolio: github.com/dangbert

Education	University of Maryland Baltimore County (UMBC) <ul style="list-style-type: none">Computer Science B.S degree with a minor in Mathematics3.73 GPA	May 2019
Work Experience	Engineer, Robotic Research LLC Software engineer supporting the development of autonomous software for the electric shuttle <i>Olli</i> . 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 Worked as a TA for an intro C++ programming 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 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 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 Volunteered as a AP Calculus AB tutor, helping two students over a year. Assistant Programming Instructor, Black Rocket Productions 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 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.	June 2019-Present Feb 2018-May 2019 Summer 2018 Summer 2016 2014 Summer 2014 Summers 2011-2014
Projects	YouTube Channel Filmed and edited over 13 YouTube videos, ranging from teaching coding concepts and photo editing, to travel videos and tips. Ray Tracer – Course Project  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.	2018-2020 2018
Skills/Involvement	Programming and Tools <ul style="list-style-type: none">Python, C++, C, Shell Scripts, Java, RJavaScript/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: <ul style="list-style-type: none">UMBC Environmental Task Force ClubUMBC Hackers Club (participated in 5 Hackathons)Eagle Scout (2014)	