



# 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 B.S degree with a minor in Mathematics</li><li>3.73 GPA</li></ul>	May 2019
Work Experience	<b>Engineer, Robotic Research LLC</b> 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. <b>Teaching Assistant and Private Tutor, UMBC</b> 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. <b>Computer Vision Intern, Robotic Research LLC</b> 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. <b>Resident Assistant, UMBC</b> 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. <b>Math Tutor, The Science and Math Academy (Magnet Program) - Aberdeen High School</b> Volunteered as a AP Calculus AB tutor, helping two students over a year. <b>Assistant Programming Instructor, Black Rocket Productions</b> Taught basic 3D modeling, game and web development at a kids technology summer camp. Planned and directly led the web development (programming) lessons. <b>Summer Camp Counselor, Boy Scouts of America</b> 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 2016-2018 2014 Summer 2014 Summers 2011-2014
Projects	<b>YouTube Channel</b> Filmed and edited over a dozen YouTube videos, ranging from teaching coding concepts and photo editing, to travel videos and tips. <b>Ray Tracer – Course Project</b>  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	<b>Programming and Tools</b> <ul style="list-style-type: none"><li>Python, C++, C, Shell Scripts, Java, R</li><li>JavaScript/HTML/CSS, React, Flask, SQL, PHP, Apache, Docker, Android Studio</li></ul> <b>Software:</b> Experience with 3D modeling, image and video editing. <b>Electronics:</b> Extensive Arduino and PIC microcontroller experience. <b>Languages:</b> Spanish (C1 level), Portuguese (A2 level) <b>Involvement:</b> <ul style="list-style-type: none"><li>UMBC Environmental Task Force Club</li><li>UMBC Hackers Club (participated in 5 Hackathons)</li><li>Eagle Scout (2014)</li></ul>	