**Daniel Engbert**  
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 portfolio: github.com/dangbert

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| Education | **University of Maryland Baltimore County (UMBC)**   * Computer Science Major, Math Minor * 3.7 GPA, 135 Credits | May 2019 |
| Work Experience | **Computer Vision Intern,** *Robotic Research LLC* Trained a Caffe2 neural network on several datasets to perform object detection. Created a C++ camera driver for a computer vision system and performed stereo vision with ROS.  **Software Developer Intern,** *AT*&*T* Worked on an Agile team to improve a network security tool by integrating a deep packet inspection C library into the tool and by writing shell scripts to manage a Hive database built on top of a Hadoop Distributed File System.  **Full Stack Web Developer Intern,** *UMBC Imaging Research Center* 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. Used SQL, PHP, JavaScript, HTML, and CSS.  **Assistant Programming Instructor,** *Black Rocket Productions* Taught programming skills to middle schoolers at a technology summer camp. | Summer 2018 |
| Summer 2017 |
| Summer 2016 |
| Summer 2014 |
| Projects | **Where to Live** *– Group Project*Created a website for discovering the optimal places to live. Populated an SQL database using data scraped from a web API and ingested from csv files. Hosted the site on AWS.  **Ray Tracer** *– Course Project*Created a ray tracer in C++ capable of rendering images of 3D scenes with shading, shadows, and reflections. Also implemented a rasterizer.  **A.I. Algorithms** *– Course Project* Implemented the Hill Climbing and Simulated Annealing algorithms in Python to optimize employee shift schedules with respect to a heuristic function. Also implemented a general purpose decision tree for training on and categorizing data.  **VEX Robot** *– Course Project*Designed and programmed a robot to complete challenges (moving objects around an obstacle course) and won a college level competition against 15+ teams.  **Arduino Bike Game** *– High School Capstone Project*Developed an Arduino system with sensors and a custom PCB that enabled users to control race cars in a computer game while exercising on a stationary bike. | 2018 |
| 2018 |
| 2017 |
| 2016 |
| 2015 |
| Skills/ Involvement | **Programming and Tools**   * Python, C++, C, Shell scripts, Java, R, Android Studio * Flask, PHP, SQL, Node.js, React, JavaScript, HTML, CSS * Linux, Git, SVN   **Software:** SolidWorks, SketchUp, EAGLE CAD, Photoshop  **Electronics:** Extensive Arduino and PIC microcontroller experience  **Languages:** Spanish (intermediate level)  **Involvement:**   * TA (1 year), Resident Assistant (2 years), and C++ Tutor (1 year) * UMBC Environmental Task Force Club * UMBC Hackers Club (participated in 5 Hackathons) * Eagle Scout |  |
| 2014 |