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

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| Education | **University of Maryland Baltimore County (UMBC)**   * Computer Science B.S degree with a minor in Mathematics * 3.73 GPA | May 2019 |
| Work Experience | **Engineer,** *Robotic Research LLC* Software engineer supporting the development of autonomous software for the electric shuttle *Olli*. 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++ programing 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 |
| 2016-2018 |
| 2014 |
| Summer 2014 |
| Summers 2011-2014 |
| Projects | **YouTube Channel**Filmed and edited over a dozen 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**   * Python, C++, C, Shell Scripts, Java, R * JavaScript/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:**   * UMBC Environmental Task Force Club * UMBC Hackers Club (participated in 5 Hackathons) * Eagle Scout (2014) |  |
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