Daniel Ginzburg

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EDUCATION

University of Minnesota - College of Science and Engineering　　　　　　　　　　**Minneapolis, Minnesota**

Bachelor of Science in Computer Science | GPA: 3.51　　　　　　　　　　　　*Expected Graduation: Dec 2025*

- **Relevant Coursework:** Software Engineering I, Introduction to Computer Networks, Applied Machine Learning, Artificial Intelligence II, Internet Programming, User Experience Design
- **Honors and Awards:** College of Science and Engineering Dean's List, Eagle Scout, Northstar III Champion
- **Extracurriculars:** App Development Club, Esports Club/GopherEsports

WORK EXPERIENCE

PlanckAI　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　**Remote**

Machine Learning Intern　　　　　　　　　　　　　　　　　　　*August 2025 - Present*

- Designed and benchmarked single-vector and ColBERTv2 retrieval models on financial/legal documents.
- Built a hybrid BM25–ColBERT retriever with a query classifier for adaptive backend selection.
- Implemented evaluation (Recall@k, MRR, nDCG) and token-level relevance visualizations.

PROJECTS

ArcticMC　　　　　　　　　　　　　　　　　　　　　　　*November 2023 - Present*

Server and Website Developer

- Designed intuitive webpages using Figma that use APIs to interact with the server and improve UX.
- Implemented front-end designs for a multi-purpose community website using Angular, SCSS, and TypeScript.
- Developed gameplay enhancements used by hundreds of thousands of players worldwide.

Student Mental Health Classification　　　　　　　　　　　　　　*April 2025 - May 2025*

Machine Learning Methods and Analysis

- Trained three ML models on a student mental health dataset, achieving 82% accuracy across 5000 samples.
- Preprocessed, cleaned, and normalized raw data to create a balanced and statistically robust dataset.
- Performed data segmentation to evaluate differences in feature importance and model performance.

Election System　　　　　　　　　　　　　　　　　　　　*February 2025 - May 2025*

Software Engineering

- Produced detailed SRS and SDD documentation to guide system architecture and development.
- Converted stakeholder requirements into prioritized product and sprint backlogs across two Agile sprints.
- Implemented unit testing protocols to ensure alignment with acceptance criteria and project requirements.

SKILLS

Backend: Java, Python, C, C++, SQL, Sci-kit learn, PyTorch, Pandas
Frontend: React, Angular, Bootstrap, Typescript, HTML, CSS/SCSS, Figma
Tools and Frameworks: Git, Unix, UML, Docker, Vercel, AWS
Languages: English (native) and Russian (conversational)

LEADERSHIP EXPERIENCE & ACTIVITIES

Collegiate Valorant Team　　　　　　　　　　　　　　　　　**University of Minnesota**

Captain and Regional Champion　　　　　　　　　　　　　　　*September 2022 - Present*

- Facilitated effective communication channels between supervisors, ensuring clear updates and progress reports.
- Communicated with coaches, managers, and teammates to optimize performance and coordination.
- Coordinated match and practice schedules to maintain efficient training and competition timelines.