

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: May 2026

- **Relevant Coursework:** Algorithms and Data Structures, Program Design and Development, Operating Systems, Machine Architecture and Organization, 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 Depression Classification

April 2025 - May 2025

Machine Learning Methods and Analysis

- Trained three ML models on a student depression dataset, achieving 82% accuracy across 5000 samples.
- Preprocessed, cleaned, and normalized raw data to create a balanced and statistically robust dataset.
- Performed gender-based 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

Frontend: React, Angular, Bootstrap, Typescript, HTML, CSS/SCSS, Figma

Tools and Frameworks: Git, Unix, UML, Doxygen, Docker, Vercel

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.