Daniel Ginzburg

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EDUCATION

University of Minnesota, College of Science & Engineering

Bachelor of Science in Computer Science - GPA: 3.51   December 2025

WORK EXPERIENCE

Planck AI

Software Engineering Intern   August 2025 - October 2025

- Implemented hybrid BM25–ColBERT (RAG) to cut query latency by ~35% on 300+ financial/legal queries.
- Optimized throughput of dense retrievers, enabling batch inference and reducing system costs.
- Developed benchmarking suite, establishing reproducible evaluation metrics across multiple datasets.

PROJECTS

ArcticMC

- Built Angular front-end and Spring Boot APIs for a Minecraft server network with 100k+ unique players.
- Designed scalable Java combat & mining systems, tested under peak loads of thousands of concurrent sessions.
- Launched beta program; integrated analytics + feedback loops to improve retention and UX.
- Resolved critical bugs efficiently, enhancing user experience and deepening understanding of the codebase.

Valorant Stat Visualizer

- Building a full-stack SvelteKit app with Supabase Postgres backend and Drizzle ORM for typed migrations.
- Integrating real-time D3.js visualizations via Supabase Realtime and WebSockets.
- Designing responsive UI with Tailwind/Skeleton, deploying on Vercel with CI/CD and automated linting/tests.

Personal Portfolio

- Built a responsive React portfolio with clean component architecture and optimized rendering.
- Automated CI/CD pipeline via Vercel, reducing deployment turnaround to <2 minutes.

Election Management System

- Designed modular, agile-driven architecture and delivered election workflows.
- Applied TDD with Google Test, achieving >90% unit test coverage.

EXTRACURRICULARS

Varsity Collegiate Athletics (GopherEsports Valorant)

Team Captain

- Led competitive team to regional championship; managed scheduling, strategy, and conflict resolution.
- Coordinated across coaches and managers, ensuring structured preparation and performance review.

Computer Hardware Club

Co-Founder & Vice President

- Promoted knowledge and appreciation of computer hardware within the university community.
- Prepared and hosted meetings specializing in optimizing high-performance, esports-grade gaming hardware.

App Development Club

- Developing a cross-platform mobile app with React Native, Expo, and NativeWind for responsive, native UI.
- Building a RESTful Go backend with SQLite for efficient data management and API communication.

SKILLS

Languages: Java, Python, C/C++, JavaScript/TypeScript, SQL, HTML/CSS

Frameworks & Libraries: SvelteKit, React.js, React Native, Expo, Angular, Spring Boot, Node.js, Drizzle ORM, D3.js, Tailwind CSS, NativeWind, Google Test

Databases & Backend: PostgreSQL, SQLite, Supabase, REST APIs

Tools: Agile, Git/GitHub, Docker, AWS, Vercel (CI/CD), Linux, Jira, UML, Prettier, Vitest, Figma