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, 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, 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.

ArcticMC — **Remote**

Server and Website Developer — *November 2023 - Present*

- Designed intuitive webpages using Figma that use Spring Boot REST APIs to interact with the server.
- Implemented front-end designs for a multi-purpose community website using Angular, SCSS, and TypeScript.
- Released beta to collect feedback and refine UI/UX design for improved usability and engagement.
- Engineered scalable gameplay systems in Java, delivering enhancements adopted by 100k+ global players.

Sweetgreen — **Minneapolis, MN**

Customer Service Specialist — *June 2024 - September 2025*

- Delivered efficient, friendly service while meeting customer needs and maintaining a positive dining experience.

PROJECTS

Student Mental Health Classification — *April 2025 - May 2025*

- Trained and evaluated three ML models, achieving 82% accuracy across 5,000+ samples.
- Preprocessed and normalized raw data to ensure balance and statistical robustness using Pandas.
- Segmented data to analyze feature importance and model performance across student subgroups.

Election System — *February 2025 - May 2025*

- Translated stakeholder requirements into sprint backlogs and delivered across two Agile iterations.
- Built unit, integration, and regression tests in Google Test with TDD to validate requirements.
- Designed product architecture prior to development and implemented core functionality in C++.

LEADERSHIP EXPERIENCE & ACTIVITIES

Collegiate Valorant Team — **University of Minnesota**

Captain and Regional Champion — *September 2022 - Present*

- Led team to regional championship, coordinating practice schedules and competition logistics.
- Facilitated communication among coaches, managers, and teammates to optimize performance.
- Built team cohesion and strategy through leadership, conflict resolution, and performance analysis.

SKILLS

Programming Languages: Python, Java, C++, C, SQL, JavaScript, HTML, CSS/SCSS, Typescript, OCaml
Libraries and Frameworks: React, Angular, Figma, Svelte, Tailwind CSS, Google Test Suite, Spring Boot, REST APIs
Tools: Git, Docker, AWS, Unix, Vercel, UML, Jira