Daniel Ginzburg

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Software engineer skilled in full-stack web development, scalable backend systems, and modern deployment practices

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, Computer Hardware Club

WORK EXPERIENCE

PlanckAI **Remote**

Machine Learning Intern *August 2025 - October 2025*

- 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.
- Developed evaluation tooling (Recall@k, MRR, nDCG) with token-level relevance visualizations.

PROJECTS

ArcticMC *November 2023 - Present*

- Developed Angular front-end integrated with Spring Boot REST APIs
- Released beta to collect user feedback, improving UI/UX and engagement.
- Engineered scalable gameplay systems in Java, delivering features adopted by 100k+ global players.

Election System *February 2025 - May 2025*

- Converted stakeholder requirements into sprint backlogs and delivered across two Agile iterations.
- Applied test-driven development in C++ with unit, integration, and regression tests (Google Test).
- Designed product architecture and implemented core election management functionality.

Student Mental Health Classification *April 2025 - May 2025*

- Preprocessed and balanced 5,000+ student survey samples using Pandas for robust analysis.
- Trained and evaluated ML models, achieving 82% accuracy with subgroup performance insights.
- Analyzed feature importance to identify key predictors of student mental health.

Portfolio *July 2025 - Present*

- Built a personal portfolio in React with responsive, modern UI components.
- Deployed via Vercel with automated CI/CD for seamless updates.
- Optimized performance for smooth cross-device user experience.

LEADERSHIP EXPERIENCE & ACTIVITIES

GopherEsports Valorant Team Captain *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: Java, Python, C++, JavaScript/TypeScript, SQL, C, PHP, HTML, CSS/SCSS
Libraries and Frameworks: React, Angular, Node.js, Svelte, Bootstrap, jQuery, Google Test, Figma
Tools: Git, Docker, AWS, Vercel, Unix, Jira, UML, VSCode, JetBrains IDEs, GitHub Copilot, OpenAI Codex
Languages: English (native), Russian (conversational)