

DANIEL GOLDELMAN

Contact

- (917) 653-5758
- daniel.goldelman@gmail.com
- linkedin.com/in/daniel-goldelman
- github.com/danielgoldelman

Related Classwork

- Software Engineering
- Computer Networks
- Intro to Design and Engineering
- Algorithms and Complexity
- Automata Theory and Formal Languages
- Audiovisual Machine Learning
- Sensors, Measurement, Data Analysis
- Design of Programming Languages
- Discrete Mathematics
- Vectors and Matrices

Computer Skills

- Python
- JavaScript
- React
- Django
- HTML/CSS
- Huggingface Transformers
- Git
- MATLAB
- Flutter/Dart
- Arduino
- SuperCollider
- Discord Admin
- Microsoft Office
- Google Workspace

Activities

- Korean, Taiko, and African percussion
- Rock and Funk Bass Guitar
- Bluegrass and Klezmer Octave Mandolin
- Vocals
- Ice Hockey
- Reading Military History

References

Sebastian Zimmeck
Professor of Computer Science
szimmeck@wesleyan.edu

Daniel Moller
Professor of the Practice in
Integrative Sciences
dmoller@wesleyan.edu

EDUCATION

Wesleyan University

Bachelor of Arts | Graduating May 2023
Major: Computer Science, Minor: Engineering, GPA: 3.69/4.00

WORK EXPERIENCE

Privacy-Tech-Lab

Project developed a browser extension that informs users of invasive procedures on the web and what data is being collected by the websites that they visit. Major funding from Google's Research Scholar Program.

TECHNICAL PRODUCT MANAGER AND RESEARCH ASSISTANT | MAR 2021 - PRESENT

- Managing SCRUM meetings, A/B tests, wireframes and product roadmaps
- Developing systems to detect browser fingerprinting, cross site tracking, and invasive procedures through analysis of HTTP requests
- Developing machine learning BERT sequence classification models using Huggingface, pytorch, tensorflowjs, learning distillation and multi-labeling to create browser-based ML models
- Co-authoring manuscript with Professor S. Zimmeck (Wesleyan CS) and three other members of the privacy-tech-lab

Teaching Assistant - Computer Science II

TEACHING ASSISTANT | SEP 2022 - PRESENT

- Teaching data structures and algorithms in functional programming languages
- Instructing 40+ Computer Science II students on CS fundamentals

OurCampus Wesleyan

OurCampus is a cross-platform mobile app and SPA distributing current dining options, professor reviews, and campus events to the Wesleyan community

FRONTEND LEAD DEVELOPER | JUN 2021 - MAY 2022

FRONTEND DEVELOPER | DEC 2020-JUN 2021

- Reviewed all pull requests and pushed frontend code
- Led frontend team discussions and assigned tasks
- Hosted Flutter/Dart/React/Git workshops
- Rebuilt and optimized frontend and created internal tools for database population

LEADERSHIP EXPERIENCE

Code_Wes

Code_Wes is a student-managed coding club at Wesleyan that has grown from 7 to 200+ members since inception in 2020

CO-FOUNDER, PRESIDENT, FINANCE MANAGER | AUG 2020-PRESENT

- Managing financial dealings of the student-directed coding club including budgets, all purchases, event funding, and hosting speakers
- Hosting events, with the career center, that promote career planning, community building, and industry networking
- Built and continuously overseeing internal communication platform to project leaders to distribute tasks and club resources to team members

WesHack

WesHack is a school wide hackathon open to all skill levels that incorporates coding, workshops, and alumni presentations to display the efforts of the Wesleyan coding and tech community.

CO-FOUNDER, DIRECTOR OF FINANCE AND OPERATIONS | JAN 2021-PRESENT

- Reinstated school-wide hackathon with 60+ participants on 15+ teams
- Secured judges, mentors, speakers, and obtained funding from the University and outside supporters
- Led daily coding workshops and community-building exercises during the event
- Managed budget and disbursed funding and prizes

Wesleyan Club Hockey

CO-CAPTAIN | AUG 2021 - PRESENT

- Scheduling practices and game coordinated with the university's athletic, financial, and facility departments
- Secured club budget and purchasing equipment for new members