Daniel Portnov

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EDUCATION

Georgia Institute of Technology

Master of Science in Computer Science, Specialization in Machine Learning

University of Wisconsin-Madison

Bachelor of Science in Computer Science, Minor in Mathematics

Atlanta, GA (Remote)

Sept. 2023 - Present

Madison, WI

Sept. 2018 - May 2021

EXPERIENCE

AI/ML Engineer Feb. 2023 – Aug. 2024

General Motors Warren, MI

- Refined production-grade transformer model for lane detection, optimizing input data and evaluating outputs to enhance autonomous vehicle vision systems
- \bullet Developed time series interpolation algorithm with PySpark, standardizing batch data intervals and increasing analysis efficiency by 80%
- Implemented a tailored back-end data loading system utilizing PyTorch for Delta Tables, enabling faster database interactions, reducing loading times by 50%, and supporting robust model training without delays
- Reorganized data from parquet files into Databricks Delta Tables to enhance accessibility for model training

Automated Driving Software Engineer

Aug. 2022 – Feb. 2023

General Motors

Warren, MI

- Wrote Python code to detect data corruption, preserving critical information and saving \$500,000+ in wasted data
- Refactored legacy codebase using clean code practices and modern Python techniques, improving readability
- Collaborated cross-functionally with teams in the Middle East to ensure that the data annotation tools met the requirements of the USA data collection team

AV System Safety Engineer

Feb. 2022 – Aug. 2022

 $General\ Motors$

Warren, MI

- \bullet Expanded unit test coverage for autonomous vehicle systems from 45% to 95%, enhancing software reliability and reducing critical bugs
- Reduced new hire on-boarding time from 1 week to 1 day by creating a Docker container with a pre-loaded development environment, ensuring a consistent setup across all machines
- Contributed to safety-focused discussions for the Cruise Origin self-driving taxi, ensuring engineering decisions prioritized passenger and pedestrian safety

Embedded Software Engineer

June 2021 – Feb. 2022

General Motors

Warren, MI

 Designed a client-server model for vehicle-to-OTA server communication, ensuring secure and efficient software update transfers

PROJECTS

USCIS Chatbot | Python, Pinecone, Langchain, SQL, Streamlit, Llama

Oct 2024

- Developed a responsive chatbot using LangChain, Pinecone, and Llama via Ollama to deliver context-aware answers to user queries on USCIS policies.
- Generated vector embeddings for USCIS manual chunks using LangChain, storing them in Pinecone
- Used a hash of chunked content as a key in Pinecone for efficient retrieval of full pages from an SQLite database
- Designed an interactive UI with Streamlit, enabling users to easily engage with the chatbot

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, C/C++

AI/ML: LangChain, Llama, LLMs, RAGs, Deep Learning, Reinforcement Learning

Automotive: ADAS, Radar, LiDAR Cloud & DevOps: Docker, Azure

Developer Tools: Git, Linux, Conda, VS Code, Jira, Confluence, Bitbucket, Agile

Data Management: Databricks, Pinecone, Spark, SQL, Airflow, Snowflake Libraries: PyTorch, Pandas, NumPy, Matplotlib, Scikit-learn, Streamlit