Daniel Vayman

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EDUCATION

The University of Texas at Dallas

B.S., Computer Science GPA: 3.62

Notable Coursework: Advanced Algorithm Design & Analysis, Programming Language Paradigms, Computer Networks, Database Systems, Operating Systems, Software Engineering, Data Structures and Algorithms, Digital Logic & Comp. Design

SKILLS

- Programming: C, C++, C#, Java, Python, HTML, CSS, JS, Bash/Shell, XML, MIPS, SQL
- Frameworks: TensorFlow, PyTorch, ROS, Docker, CMake, Bazel, PyTest
- Networking/Hardware: GPS/GNSS, LiDAR, Radar, IMU, Encoders, PID, RTOS, CAN, Ethernet, TCP/IP, UDP, LACP, IoT, REST API
- Software: Linux, MacOS, Windows, Git, VSCode, Microsoft Applications, Atlassian, Arduino

PROFESSIONAL EXPERIENCE

SpaceX Hawthorne, CA

Software Engineering Intern

May 2024 - Aug. 2024

Expected Graduation Date: Spring 2025

- Implemented guidance, navigation, and control flight software, working with state machine logic in C++ and Python.
- Drove cross-functional efforts with hardware teams to cut several hours from vehicle operations, ensuring software solutions were tailored for efficiency and reliability.
- Debugged fluid models in internal simulation software, and introduced new application software tools for sensor taring.
- Observed the **highest industry standards** of software design, testing, review, and verification practices.

Cisco

Software Engineering Intern

Research Triangle Park, NC May 2023 - Aug. 2023

- Implemented hardware counter configuration on Cisco Firepower devices using C, C++, XML, & IPC, significantly reducing debugging time and introducing interface insights for enhanced network monitoring and security measures.
- Spearheaded the enhancement of Cisco ASA CLI by enabling port-channel/LACP management commands using C, expanding and improving network monitoring and troubleshooting capabilities.

TECHNICAL EXPERIENCE

Nova https://nova-utd.github.io/

The University of Texas at Dallas, Richardson, TX

Project Lead Lead UT Dallas's autonomous driving research program to achieve Level 4 full autonomous driving, managing teams of 12

Sep. 2022 - Current

- software developers and 7 hardware technicians, outlining goals, delegating tasks, and fostering individual growth.
- Oversee all aspects of our software, embedded, hardware, and control systems design, development, integration, and deployment, while ensuring efficiency and adherence to safety measures and proper agile development methodology.
- Collaborate with team members to design and integrate critical algorithmic/engineering solutions, provide technical direction, review code, and deliver constructive feedback.

FIRST Robotics

Marquette High School, Chesterfield, MO

Co-Captain, Programming Lead, Design Lead

Aug. 2019 - May. 2022

- Single-handedly oversaw the development and testing of computer vision and state estimation algorithms in Java using Tensorflow/Vuforia, responsible for successful embedded software deployment and sensor calibration.
- Recruited, mentored, and managed a team of **20 students**, delegating responsibilities and fostering collaboration.

PROJECT EXPERIENCE

Navigator https://nova-utd.github.io/navigator/

Sep. 2022 - Current

- Lead and contribute to the development of the first open-source, modular, extensive framework for autonomous driving research, working with machine learning, computer vision, embedded systems, sensors, networking, and mapping.
- Use ROS. Tensorflow, and PvTorch to implement industry-leading GNC algorithms in C++ & Pvthon from scratch.

ADDITIONAL INFORMATION:

Languages: English, Russian (Intermediate)

Eligibility: US Citizen, Eligible to work in the US for internships and full-time with no restrictions