Daniel **Palma**

✉ danivgy@gmail.com | 📍 Budapest, Hungary | ⌘ www.danielpalma.website

Experience

Synetiq   *Budapest, Hungary*
SENIOR DATA ENGINEER   *Oct 2016 – Present*
- Built software to extract, clean, aggregate and visualise data from various biometric sensors (EEG, PPG, eye tracking camera).
- Moved services to an cloud-based orchestrated container infrastructure from bare metal.
- Developed fully automated CI/CD processes based on a cloud native approach.
- Architected & shipped a full stack B2B data visualisation dashboard platform.
- Conducted user research interviews with existing and potential clients.
- Organised and managed Scrum related meetings and processes.

Telenor   *Budapest, Hungary*
SOFTWARE ENGINEER   *Apr 2015 – Oct 2016*
- ETL (extract, transform and load) task design and implementation.
- Time series and geolocation data visualisation
- Reporting and monitoring tool development
- Process automatisation

Skills

Programming Languages: Python, SQL, JavaScript, Go, bash
Infrastructure: Docker, Kubernetes, Linux, PostgreSQL, Google Cloud Platform
Libraries: pandas, Luigi, SQLAlchemy, Flask, Vue.js

Projects

Telekom Leading Data Hackathon 2017   *Spark, Cassandra, OpenCV, Tensorflow, Keras, pandas*

WINNING PROJECT IN THE CATEGORY: DATA POWERED APPS. WE DEVELOPED AN UPLIFT MODEL BASED RECOMMENDER SYSTEM WHICH WAS SUPPLEMENTED BY A TARGETING PLATFORM THAT USED DEEP LEARNING TO FIND SIMILAR FACES IN ADS TO THE FUTURE CLIENT IN ORDER TO CREATE MORE ENGAGEMENT.   *bigdata.kibu.hu*

doc2audiobook   *Python, GCP*
CONVERT TEXT DOCUMENTS TO HIGH FIDELITY AUDIO(BOOKS).   *github.com/danthelion/doc2audiobook*

Blog   *hugo, netlify*
MY PERSONAL BLOG MAINLY ABOUT TECHNOLOGY.   *www.danielpalma.website*

pyet   *Python*
A MACOS MENUBAR APPLICATION TO DISPLAY CURRENTLY PLAYING SPOTIFY TRACK INFORMATION AND LYRICS.   *github.com/danthelion/pyet*

IEEE Brain Hackathon 2016   *NeuroPype, NeuroScale*
WINNER OF THE QUSP PRIZE. INTEGRATION OF WEARABLE EEG BRAIN SENSORS INTO MOBILE, PC, AND WEB-BASED APPS AND GAMES (INCLUDING AR/VR), ROBOTIC SYSTEMS, OR IOT DEVICES.   *abc-accelerator.com/budapest-hackathon*

Education

Eötvös Lóránd University   *Budapest, Hungary*
BSC IN COMPUTER SCIENCE   *Sep 2014 – 2018*