DANIEL DAUGHERTY

Technical Product Manager

CONTACT

d.daugherty97@gmail.com
256-529-2315
ddaugherty97.github.io/Portfolio
linkedin.com/in/d-daugherty/

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY
Berkeley, CA | Aug. '19 - May '20

Master's of Engineering in Mechanical Engineering *with a Concentration in Product Design*
(GPA: 3.75)

YONSEI UNIVERSITY
Seoul, S. Korea | Feb. '18 - Jun. '18

OLIN COLLEGE OF ENGINEERING
Needham, MA | Aug '15 - May '19

BS in Mechanical Engineering
(GPA: 3.75)

Code

- C, C++, C#
- MatLab
- Python
- Java

CAD

- Solidworks
- Fusion 360
- PTC Creo
- OnShape

Software Tools

- JIRA, Confluence, Trello
- Git
- AWS
- MongoDB
- Docker
- Unity
- Adobe Illustrator
- Excel, Word, Powerpoint

EXPERIENCE

BLUE GOJI

Associate Product Manager for GojiCare
Austin, TX | Jun. '20 - Present

GojiCare is a revolutionary wellness and rehabilitation product that engages patients with a gamified exercise experience and enables physical therapists to analyze gait and cognitive metrics to supplement their patients' insurance reimbursement reports. GojiCare consists of the Infinity Treadmill, an instrumented treadmill integrated with a VR and monitor gaming setup, as well as customized analytical and data logging software.

Product Management Responsibilities:
- Created the GojiCare product roadmap and custom tools using Confluence, Trello, Unito, and JIRA to manage and easily communicate product increments, dev team working capacities, and timelines with Blue Goji's CEO, research partners, and customers
- Led the development and deployment of the GojiCare Data Pipeline along with 10+ new GojiCare product features based on customer and partner feedback
- Introduced and implemented Agile workflows (SCRUM) within all GojiCare development (dev) teams
- Generated and monitored user stories for the design and development of multiple physical therapist UX workflows on the Infinity Treadmill UI
- Managed technical requirements, broke down tasking, and prioritized backlog based on dependencies and story points for the gait and cognitive analysis dev team
- Developed technical requirements for Blue Goji's backend and web dev teams to implement API protocols and MongoDB data structures and create patient reports in Blue Goji's web portal for physical therapists
- Installed GojiCare, conducted on-site training sessions, and collected feedback for all Blue Goji customers and research partners

Developer Responsibilities:
- Integrated the Microsoft Azure Kinect Sensor into the Infinity Treadmill Software (C#)
- Led development of 15+ GojiCare VR/Non-VR games (C#, Unity)
- Developed a custom SteamVR driver that allows the Infinity treadmill belt speed to control any third party game on Steam (C++)
- Implemented internal testing tools used to quickly visualize raw sensor data and output of the GojiCare analysis script to diagnose bugs within the data pipeline (Python)

Product Manager Intern | Capstone Team Leader
Berkeley, CA | Sep. '19 - May '20
- Led team of 9 Masters of Engineering students in development of 2 active gaming experiences for the Infinity Treadmill designed to collect gait and cognitive data to diagnose fall risk in older adults
- Led development of 2 Unity VR experiences targeting reaction time, inhibition control, and working memory

RAYTHEON BBN TECHNOLOGIES

Sensors and Software Developer Intern
Cambridge, MA | Jun. '17 - Aug. '19
- Developed MatLab scripts to decode sensor data for the Ohio Replacement Submarine engine systems
- Developed C++ scripts and embedded C applications to test software features in a docker environment

TOYOTA: SENIOR CAPSTONE

Human Centered Designer
Needham, MA | Aug. '18 - May '19
- Created a camera-based control system to empower power wheelchair users to more safely navigate difficult environments
- Conducted 15 user interviews and collected data from over 100 users with a Qualtrics survey