Daniel D. Boline

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Summary
I'm a former Physicist who's spent last 4 years working as a Software Engineer. My primary language is Python, but outside of work I've been using Rust, and would love the opportunity to make use of both.

Education

Boston University, Ph.D., Physics	(2010/01)
Michigan Technological University, B.S., Physics	(2002/05)

Skills

- Python, Rust, C, C++, PostgresSQL, Apache Impala, MsSQL
- Data analysis tools: NumPy/Matplotlib/SciPy/Sklearn/Pandas
- Linux, Git, Docker, AWS, Linear programming: (PuLP, Gurobi)

Experience

Software Engineer (2018/06 - Now)
MediaMath, New York, NY

- Worked on critical backend software using Python, SparkSQL and Amazon EMR.

Software Engineer (2015/10 - 2018/06)
Visible World, New York, NY

- Worked on backend software to build and execute optimized advertising campaigns on cable TV.
    - Programming in Python, linear programming with GUROBI, deployment with Docker

Postdoctoral Research Scientist (2010/02 - 2015/01)
Stony Brook University, Stony Brook, NY

- Physics analyses (W Boson Mass measurement at the D0 experiment, WW production cross section measurement at the ATLAS Experiment)
    - Programming with Python / C++
- Hardware Work (Liquid Argon Calorimeter Backend Electronics Upgrade for the ATLAS experiment)
    - Embedded C programming

Graduate Research Assistant (2004/06-2010/01)
Boston University, Boston, MA

- Physics analysis (Top Mass measurement at the D0 experiment)
    - Programming with C / C++ / Python
- Detector Operations

External Links

- LinkedIn Profile https://www.linkedin.com/in/ddboline
- Github page https://github.com/ddboline