

# Daniel Volz

www.danvolz.com – contact@danvolz.com

Experience	<b>Oracle</b> <b>Software Engineer</b> <b>August 2015 – Present</b> Virtual Operating System (VOS) development for the Oracle Autonomous Database Cloud, providing a portable, high-performance platform.	
	<b>Micron Technology</b> <b>Software Engineer Intern</b> <b>May 2013 – August 2015</b> <i>Automata Processor</i> (May 2014 – May 2015) <ul style="list-style-type: none"><li>▪ Significant speedups and real-time processing of regular expressions, bioinformatics, NLP, and other machine learning tasks.</li><li>▪ Small research team funded by Micron developing a groundbreaking non-von Neumann architecture.</li></ul> <i>MicroMate Platform</i> (Summer 2013) <ul style="list-style-type: none"><li>▪ UI tool used for analyzing NAND and DRAM memory.</li><li>▪ Development of Micron's algorithmic pattern generation language compiler.</li></ul>	
Education	<b>Rice University</b> <i>Master's Electrical Engineering, Specialized in Computer Engineering</i> (Graduated May 2015) <ul style="list-style-type: none"><li>▪ George R. Brown School of Engineering – <b>GPA: 3.98</b></li></ul> <i>B.S. Electrical Engineering, Specialized in Computer Engineering</i> (Graduated May 2014) <ul style="list-style-type: none"><li>▪ Graduate Coursework:<ul style="list-style-type: none"><li>▪ Advanced Object-Oriented Design</li><li>▪ Algorithm Analysis and Design</li><li>▪ Computational Photography</li></ul></li><li>▪ Undergraduate Coursework:<ul style="list-style-type: none"><li>▪ Operating Systems</li><li>▪ Mobile Device Applications (iOS)</li><li>▪ Computational Thinking in Python</li></ul></li></ul> <div><ul style="list-style-type: none"><li>▪ Advanced VLSI Design</li><li>▪ High Performance Computer Architecture</li><li>▪ Computer Networks</li></ul><ul style="list-style-type: none"><li>▪ Mobile Embedded System Design</li><li>▪ Innovation Lab - Mobile Health</li><li>▪ Random Signals</li></ul></div>	
	<b>Jacobs University</b> – Bremen, Germany (Spring 2012)	
Projects	<b>Rebel Putter - iOS Application</b> <ul style="list-style-type: none"><li>▪ Lead developer of app targeting solution for improving golf putt accuracy.</li><li>▪ Augmented reality for enhanced real-world analysis</li></ul>	
	<b>Fast SIFT-Based 3D Medical Image Registration</b> <ul style="list-style-type: none"><li>▪ Accelerated MRI registration speeds 10x the speed of existing solutions using GPU hardware.</li><li>▪ Implemented system at UT Health Science Center.</li><li>▪ <b>Awards:</b> Ken Kennedy Institute Research Award and Bill Wilson ECE Senior Design Award</li></ul>	
	<b>RehabMe Mobile and Cloud Platforms</b> <ul style="list-style-type: none"><li>▪ Lead developer of platforms designed to motivate patients to perform their in-home rehab exercises.</li><li>▪ Mobile and cloud platforms connect patients and therapists remotely</li></ul>	
	<b>NASA Student Launch Initiative – Electrical Team Lead</b> <ul style="list-style-type: none"><li>▪ Designed a sensor to measure change in magnetic field to calculate acceleration.</li></ul>	
Volunteering	<b>Paintnr - iOS Application</b> <ul style="list-style-type: none"><li>• Computer vision based Van Gogh filter. Available for free on the App Store.</li></ul>	
	<b>Operating System Kernel</b> <ul style="list-style-type: none"><li>• Unix-based OS file system, scheduling, and concurrent process synchronization.</li></ul>	
Volunteering	<b>Ballard Food Bank</b> (Jan 2017 - Present) <b>NASA K-12 Outreach</b> (Spring 2013)	
	<b>Haiti Health Initiative</b> (Jan 2015 - Present) <b>Aurora Youth for Success</b> (July 2012)	