

DANIEL Q GORELICK

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EDUCATION

Boston University College of Engineering

- Bachelor of Science in Computer Engineering
- GPA 3.35/4.0, Dean's List 2 semesters

Boston, MA
Graduation - May 2016

Universidad Autonoma de Madrid

- Study-abroad program at technical institute

Madrid, Spain
Spring 2014

EXPERIENCE

Organizer, BostonHacks Hackathon

Fall 2015

- Organized the Boston University 500 person hackathon with a team of ten students
- Directed day-of operations, created event branding, and developed live website

Technical Intern at New York Times; New York, NY

Summer 2015

- Worked on the mobile web team, in an Agile development environment
- Front-end web development working on the mobile.nytimes.com production site

Student Advisor for Boston University EK100 Course

Fall 2014 - Present

- Awarded position to advise group of freshmen students in the College of Engineering
- Organize weekly lectures for advisees to communicate ethics and college practices

Laboratory Technician Assistant at Boston University EPIC

Fall 2014 - Present

- Guide and assist students with 3D-Printing, CAM, CAD, and machining processes

Computer Assistant and Programmer at Boston University IT Center

Summer 2014

- Consult and assist BU faculty and students on software and hardware issues.

Summer Intern at Focal Upright; Portsmouth, RI

Summer 2013

- Directed the team's transition from traditional client outreach and relationship management practices to Salesforce for more than 400 clients

PROJECTS

Times Trailers, web application

Summer 2015

- Developed internal tool for New York Times newsroom and marketing teams
- Built with Angular.js for programmatic video creation and front-end browser rendering

Orator web application, 2nd place hackathon project

Spring 2015

- BU Hacks 2015 project to create a smart teleprompter and speech analysis engine
- Used Google Voice API to process audio and the Semantria API for sentiment analysis

Cosmo the Wikinaut, Android application

Fall 2015

- Developed Wikipedia database connections game for android devices
- Created a compressed local XML database for the app by parsing Wikipedia

SKILLS

- 2.5 years experience with HTML/CSS/Javascript, used in 1 internship and projects
- 1.5 years experience with C++, used in Software Engineering and Algorithms courses
- 1 years experience with Python, used in 2 courses
- 2.5 years experience with Adobe Illustrator, Photoshop and InDesign
- 2 years experience with SolidWorks, used in 2 courses and various projects
- Extensive experience working with version control (git), web technologies (node, npm, jQuery, angular, sass, express, gulp), and working in UNIX environments
- Conversational Spanish, learned academically for 6 years, spoken in Spain study abroad
- 16 years experience playing classical cello, lessons at Berklee School of Music