

DANIEL Q GORELICK

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Creative Technologist – New York, NY

EDUCATION

Boston University

Bachelor of Science in Computer Engineering – Dean's List. *Sep 2012 – May 2016*

Study abroad at the Universidad Autonoma de Madrid. *Jan – Jun 2014*

School for Poetic Computation

Art and technology residency in Greenwich Village. *New York, NY; Oct – Dec 2016*

EXPERIENCE

Software Engineer Intern | Nestio

Developed React and Django features for the Nestio production site. Expanded platform syndication service from NYC to nationwide by interfacing ArcGIS with PostgreSQL. Developed frontend features in React for the customer relationship management system. *New York, NY; May – Sep 2016*

Software Engineer Intern | New York Times

Created an internal tool web app for procedurally generating videos from static New York Times stories. Editors are able to then edit and as render videos all within the browser. Worked with the mobile web team working on the production mobile.nytimes.com site. *New York, NY; Jul – Sep 2015*

PROJECTS

Counterpoint Music Installation

Created collaborative instrument during time at the School for Poetic Computation. Transforms lines drawn into musical note patterns. A Node server accepts socket connections from multiple devices, allowing visitors to create music collaboratively. Technologies used: SuperCollider, OSC. *Oct 2016 – Dec 2016*

Senior Capstone Project – BreakerBot

Created a semi-autonomous robot for ConEd which transports and aligns circuit breakers. Finalist in the national Intel Cornell Cup Systems Engineering competition and won best overall project in the Computer and Electrical Engineering Department. Designed software architecture, and developed control program.

Technologies used: C++, Node, Angular, sockets, IoT (Intel Edison). *Sep 2015 – May 2016*

Wikinauts Game

Created a new adaptation of the “Wikipedia game” for the Android OS. Developed game mechanics, UI/UX and graphics. Scraped a subset of Wikipedia to create local database, allowing for offline play. *Sep – Dec 2014*

COMMUNITIES / AFFILIATIONS

Fellow | hackNY

Member of the 2016 hackNY fellowship program, a ten week program in NYC comprised of 26 students and recent graduates in the hacker scene. Was a fellow at Nestio, and attended talks from leaders in the NYC tech community twice a week. *New York, NY; June– Aug 2016*

Organizer | Bostonhacks

Ten-student team organized 500 person hackathon at Boston University. Raised over \$90K in funding, led design and branding for the hackathon, and led development for event website. *Boston, MA; Sep – Nov 2015*

Student Advisor | EK100 Course

Developed lesson plans and led weekly lectures for engineering students to communicate engineering ethics. Mentored over two-dozen students during the two years running the course. *Boston, MA; Aug 2014 – May 2016*

SKILLS & INTERESTS

Proficiency with: Javascript (ES6), CSS3, HTML5, C/C++, Python, Node/Express, React, Processing

Experience with: Angular, Django, D3.js, Three.js, SuperCollider, Open Frameworks, Sockets, OSC

Design: Website design, Interactive design, Typography, UI/UX wireframing, Adobe Creative Suite

Music: Classically trained cellist, lessons at Berklee School of Music