




# DAN GORELICK

ENGINEER :: DEVELOPER :: TECHNOLOGIST

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## EXPERIENCE

### Freelance Contractor – New York, NY

WEB DEVELOPER & CREATIVE TECHNOLOGIST :: JAN 2016 - PRESENT

- Software development for a variety of projects, with a focus on modern front-end web technologies and techniques. Provide guidance for all aspects on projects from product development, UI/UX design, to visual design.

### National Geographic's Okavango Wilderness Project – Angola

ENGINEER & FIELD TECHNOLOGIST :: MAR 2017 - MAY 2017

- Shared responsibilities for OCR and Conservify to manage data collection and manage technical responsibilities for the expedition.
- Built and deployed custom-built environmental sensors to key areas in source lakes of the Okavango Delta.
- Constructed high-resolution, 3-D maps of the sites using drone imagery.

### Nestio – New York, NY

SOFTWARE ENGINEER INTERN (HACKNY FELLOW) :: MAY – SEP 2016

- Worked on new features in a React/Redux & Django dev environment.
- Expanded backend syndication services from NYC to be nation-wide.
- Created React views for the primary settings interface for the CMS.

### New York Times – New York, NY

MOBILE WEB TECHNOLOGY INTERN :: JUL – SEP 2015

- Worked in a Node & CoffeeScript developer environment to develop new features, analytics, and A/B tests for mobile.nytimes.com
- Created a web tool for procedurally generating videos from NYT articles to be used in the newsroom and marketing.

## PROJECTS

### St Louis Maproom [[info](#)]

OPENFRAMEWORKS, ARDUINO, ROBOTICS :: FEB - MAR 2017

- Collaborated with the Office for Creative Research to develop drawing robots for the public installation to create a community space for 30 days.
- Developed motor control and coordination software to guide robots as well as an algorithm to find the optimal path for robots to travel.

### Counterpoint Music Installation [[info](#)]

NODE, SUPERCOLLIDER, OSC :: OCT – DEC 2016

- Created collaborative instrument during time at SFPC which transforms lines drawn into musical note patterns
- Established Node server to accept socket connections from multiple devices, allowing visitors to create music together

## EDUCATION

### Boston University

SEP 2012 – MAY 2016

Bachelors of Science,  
Computer Engineering

## COMMUNITIES

### School for Poetic Computation

Fall 2016 cohort

### hackNY

2016 Fellow

### Bostonhacks

Organizing team

## TECHNICAL SKILLS

### PROGRAMMING LANGUAGES

Javascript / Node  
C / C++  
Python

### WEB TECHNOLOGIES

React / Redux & Webpack  
Angular  
Django  
D3, Three, Pixi

### OTHER SOFTWARE

UNIX, git workflow  
AWS services

### HARDWARE

Microprocessors  
Machining & Fabrication  
Electronics  
CAD design

### NEW MEDIA & DESIGN

Interaction design  
UI & UX wireframing  
OpenFrameworks  
Processing