

DANIEL GORELICK

ENGINEER :: DEVELOPER :: TECHNOLOGIST

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EXPERIENCE

Office for Creative Research – New York, NY

CREATIVE RESEARCH CONTRACTOR :: FEB 2017 - MAR 2017

- Created drawing robots for the [St. Louis Maproom](#) public installation
- Developed motor control and coordination software to guide robots
- Integrated map SVGs into the system and developed algorithm to find the optimal path for robots to travel

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 a React view for the primary settings interface for the CMS

New York Times – New York, NY

MOBILE WEB TECHNOLOGY INTERN :: JUL – SEP 2015

- Developed A/B testing and analytics features for mobile.nytimes.com
- Worked in a Node & CoffeeScript developer environment
- Created a prototype for procedurally generating videos from NYT articles

PROJECTS

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
- Node server accepts socket connections from multiple devices, allowing visitors to create music together.

Senior Capstone Project – BreakerBot [[info](#)]

C++, NODE, ANGULAR, SOCKETS :: SEP 2015 – MAY 2016

- Working with the ConEd R&D team, we developed robot prototype to help electrical technicians in substations avoid hazardous scenarios
- Developed system software architecture and main control program
- Awarded best project in BU ECE department, and finalist in the national Intel Cornel Cup Systems Engineering competition

MBTA Performance and Alerts Portal [[info](#)]

PYTHON, NODE, D3, SQLITE3, AND GTFS REALTIME :: JAN – MAY 2016

- Collaborated with the Massachusetts Bay Transportation Authority to better analyze and communicate the effectiveness of performance alerts
- Developed full-stack web application to measure real-time performance against statistical models created from aggregated historical data

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 Softwares

UNIX, git workflow

AWS services

Hardware

Microprocessors

Machining & Fabrication

Electronics

CAD design

New Media & Design

Interaction design

UI & UX wireframing

openFrameworks

Processing