

DANIEL Q GORELICK

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Developer / Designer – New York, NY

EDUCATION

Boston University

Bachelor of Science in Computer Engineering – 3.45 GPA – Dean's List. *Sep 2012 – May 2016*
Study abroad at the Universidad Autonoma de Madrid. *Jan – Jun 2014*

School for Poetic Computation

Student residency during Fall 2016 session in Greenwich Village, NYC. *Oct – Dec 2016*

EXPERIENCE

Software Engineer Intern | Nestio

Django and React development for the Nestio production site. Expanded platform syndication service from NYC region to nationwide by creating a python web scraper and using ArcGIS. Developed frontend features in React for the customer relationship management system. *New York, NY; May – Sep 2016*

Organizer | Bostonhacks

Organized the first large-scale, 500 person hackathon at Boston University with a ten-student team. Helped the team raise over \$90K in funding, led the developer team for event website, and led design and branding for the hackathon. *Boston, MA; Sep – Nov 2015*

Software Engineer Intern | New York Times

Software intern on the mobile web team for mobile.nytimes.com working with Agile development. Created a web app internal tool for programmatically generating videos from static New York Times content. Editors are able to then edit and as render videos within the browser. *New York, NY; Jul – Sep 2015*

PROJECTS

Senior Capstone Project, BreakerBot

Created a semi-autonomous robot for ConEd which transports and aligns circuit breakers. Finalist in the Intel Cornell Cup Systems Engineering national 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*

MBTA Alerts and Performance Analysis

Worked 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. Technologies used: Python, Node, D3, Sqlite3. *Feb – May 2016*

Wikinauts Android application

Developed adaptation of the “Wikipedia game” for android. Created a compressed XML database of article connections by parsing Wikipedia, and created UI/UX and graphics for gameplay. *Sep – Dec 2014*

COMMUNITIES / AFFILIATIONS

Fellow | hackNY

Member of the 2016 hackNY fellowship program. Ten week program, living in NYC with 26 students and recent graduates in the hacker scene and attending talks from tech leaders in NYC. *New York, NY; June– Aug 2016*

Student Advisor | EK100 Course

Worked closely with professors and faculty within the College of Engineering and led weekly lectures for first-year engineering students to communicate engineering ethics and offer mentorship. *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, Google APIs, IoT, Open Frameworks

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

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