DAN GORELICK

ENGINEER :: DEVELOPER :: TECHNOLOGIST

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EXPERIENCE

Decoded – *New York, NY*
DATA SCIENTIST :: NOV 2018 – PRESENT

// Develop machine learning, data science, and data-driven innovation content for the core leadership education product.

// Teach leadership sessions on different topics including data science, cybersecurity, innovation, and computer science.

Two Bulls – *Brooklyn, NY*
SOFTWARE ENGINEER :: JULY 2017 – PRESENT

// Developing software for the smart city Verizon Digital Kiosk project using a Golang microservice infrastructure to integrate the system's software, hardware, and third party services.

// Created provisioning plan for the kiosks, covering the development life cycle from factory floor to installation in the ground.

// Developed full-stack serverless web applications for Linux Foundation and Mathmatica Policy Research with Golang and Angular 2.

Office for Creative Research – *Brooklyn, NY & Angola*
ENGINEER & FIELD TECHNOLOGIST :: FEB – MAY 2017

// National Geographic's Okavango Wilderness Project: constructed and deployed environmental sensors to key areas in the Angolan source lakes of the Okavanago Delta. Also managed data collection and constructed high-resolution, 3D maps of the sites by gathering drone imagery. [link]

// St Louis Maproom: developed drawing robots for a public installation. Created the drive-control program, coordination and guidance software, and algorithms to plan the optimal path for the robots to travel. [link]

Nestio – *New York, NY*
SOFTWARE ENGINEER INTERN (HACKNY FELLOW) :: MAY – SEP 2016

// Developed new features for the production site as a full-stack engineer using React / Redux and Django in a fully TDD environment.

// Expanded back-end syndication services from the NYC area to operate nation-wide by interfaced the PostgreSQL database with GIS.

// Created a settings interface for the CMS offering administrative form input controls using React and the Redux Forms library.

New York Times – *New York, NY*
MOBILE WEB TECHNOLOGY INTERN :: JUL – SEP 2015

// Worked in a Node and CoffeeScript dev environment to add new features, analytics, and A/B tests to the mobile.nytimes.com site.

// Created a production tool which procedurally generating videos and GIFs from NYT articles all in the browser for the use of the newsroom and marketing departments. [link]

EDUCATION

Boston University
SEP 2012 – MAY 2016

Bachelors of Science
Computer Engineering

COMMUNITIES

HackNY
FELLOW 2016, MENTOR 2017, SOCIAL GOOD ORGANIZER 2018

School for Poetic Computation
FALL STUDENT 2016

Bostonhacks Hackathon
ORGANIZING TEAM 2015

TECHNICAL SKILLS

PROGRAMMING LANGUAGES
Javascript / Node
Golang
Python
C & C++

WEB TECHNOLOGIES
React / Redux
Webpack
Angular / Angular 2
Django, Flask
D3, Three.js
AWS services / Serverless

DESIGN
UI & UX design practices
Illustrator & Photoshop
Sketch

NEW MEDIA
Interaction design
OpenFrameworks
Processing

OTHER TOOLS
UNIX / linux
Git workflow