# Daniel Öman

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#### Education

#### GEORGIA INSTITUTE OF TECHNOLOGY

August 2021 - May 2025 (expected)

#### B.S. Computer Science, concentrations in Intelligence (AI/ML) and Theory

4.0/4.0 GPA

*Relevant Coursework*: Data Structures & Algorithms, Machine Learning, Design & Analysis of Algorithms, Computer Organization & Programming, Probability & Statistics, Combinatorics, Linear Algebra, Automata & Complexity\*, Number Theory\* (\* = current)

# **Experience**

#### GEORGIA TECH COLLEGE OF COMPUTING

Atlanta, GA

### Undergraduate Teaching Assistant (Homework Lead)

August 2022 - Present

- Manage a team of 40 TAs in the development and grading of 12 homework assignments per semester for over 800 students as TA Homework Lead for CS 1331: Intro to Object-Oriented Programming under Prof. Richard Landry and Dr. Aibek Musaev.
- Lead weekly recitations for 50 students and help students with problem-solving and debugging during one-on-one office hours.
- Grade 4 exams per semester and write auto-grader unit tests for assignments using the Java Reflections library.

#### Google

Sunnyvale, CA

# May - August 2023

# Software Engineering (STEP) Intern

- Implemented and tested an efficient parallel-processing data pipeline being used in production to train machine learning models that predict Google Workspace account upgrade, downgrade, and churn behaviors.
- Built pipeline using FlumeJava, a Java MapReduce framework, to extract and aggregate 70+ web domain level ML features from a database containing the HTML of more than 500 billion web pages, increasing customer coverage in the feature store by 20%.
- Designed and implemented a scalable and extensible data aggregation architecture by applying advanced OOP design patterns that reduced feature implementation time by over 50% and provided an intuitive interface for future feature store contributions.
- Refactored pipeline to improve reliability by developing a system to flush intermediate output to disk across 100k+ threads during a full table scan, preventing data loss by storing more than 7 days of data progress during each pipeline execution.

# GEORGIA TECH FINANCIAL SERVICES AND INNOVATION LAB

Atlanta, GA

#### Undergraduate Researcher (Subteam Lead)

January – May 2023

- Led a team of 4 researchers in performing sentiment analysis on earnings calls transcripts on 12 electric vehicle companies using the large language model FinBERT and natural language processing library NLTK.
- Developed a custom web scraper using Beautiful Soup to extract over 70 earnings call transcripts from The Motley Fool.
- Created dynamic visualizations from analyzed text data to conclude that 5 major US government policies drove spikes in positive sentiment in earning calls from companies that focus on electric vehicle production.

#### Ermi

Atlanta, GA

# **Engineering Intern**

July - August 2019, July - August 2021

- Analyzed data and created decision trees from health insurance claims data from over 1000 knee surgery patients using R, identifying the highest cost patients to target for non-surgical intervention.
- Wrote R scripts to analyze 10k+ data points from a robot that diagnoses knee injuries to assess and visualize its reliability and accuracy, with analysis to be incorporated into research papers.

# **Projects**

# Machine Learning Soccer Prediction | Python, sklearn, PyTorch

August - December 2023

- Worked on a team of 5 to train Logistic Regression, Random Forest, and Artificial Neural Network models to predict soccer match outcomes with 70% accuracy.
- Developed feature engineering strategies, and performed dimensionality reduction and hyperparemetr tuning to reduce overfitting, improving model accuracy by  $\sim 10\%$ .

# Minesweeper Probabilistic Solver | Java, JavaFX, Python, Pandas, Jupyter Notebook

December 2022 - July 2023

- Developed a probabilistic algorithm in Java to solve Minesweeper games with 96%, 80%, and 30% win rates for easy, medium, and hard difficulties, significantly higher than the approximate 46%, 22%, and 13% respective human win rates.
- Built row reduction and tree-traversal algorithms to reduce game state matrix dimensionality, lowering solution time by over 30%.

#### Skills

**Technologies:** Java (Including JavaFX, Android Studio), Python (Pandas, NumPy, sklearn, Beautiful Soup), C, SQL, Git, LaTeX, R **Languages:** Fluent in Spanish, Swedish, English

Affiliations: Delta Chi Fraternity (Secretary, Professional Development Chair), Society of Hispanic Professional Engineers