

Daniel Öman

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Education

GEORGIA INSTITUTE OF TECHNOLOGY

2021 – 2025 (expected)

B.S. Computer Science, concentrations in Intelligence (AI/ML) and Theory | 4.0/4.0 GPA

Relevant Coursework: Data Structures & Algorithms, Computer Organization & Programming, Probability & Statistics, Combinatorics

Work Experience

GOOGLE

Sunnyvale, CA

STEP Intern

May – August 2023

- Implemented and tested an efficient parallel-processing data aggregation pipeline using FlumeJava and MapReduce frameworks to extract over 50 useful web-domain level signals from raw HTML content of over 500 billion web pages.
- Designed and implemented a novel scalable and extensible data aggregation pipeline architecture which reduced signal implementation time by 50% and eliminated boilerplate code.
- Extracted signals are used by Google Workspace's Growth & Revenue Optimization team's machine learning models, utilized for predicting account upgrade, downgrade, and cancellation behaviors.

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 ~700 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.

ERMI

Atlanta, GA

Engineering Intern

July – August 2021

- Analyzed data and created decision trees from health insurance claims data from over 1k knee surgery patients using R.
- Identified the highest cost patients to target for non-surgical intervention.

Engineering Intern

July – August 2019

- Analyzed 10k+ data points from a robot that diagnoses knee injuries, with analysis to be incorporated into research papers.
- Learned and used R to organize and visualize datasets in over 40 plots to assess the reliability and accuracy of the robot.

GEORGIA TECH RESEARCH INSTITUTE

Atlanta, GA

Research Intern

June – July 2020

- Worked in a team of 4 to develop an app that creates a Bluetooth mesh network for emergency communication.
- Implemented routing algorithms in Python and Java and ran simulations of the app to investigate network properties and stability.

Leadership and Involvement

GEORGIA TECH FINANCIAL SERVICES AND INNOVATION LAB

Atlanta, GA

Undergraduate Researcher

January – May 2023

- Led a team of 4 researchers in performing sentiment analysis on earnings calls (EC) transcripts on 12 electric vehicle (EV) companies using the natural language processing model FinBERT and library NLTK.
- Developed a custom web scraper using BeautifulSoup to extract over 70 EC 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 ECs from companies that focus on EV production.

Example Projects

Minesweeper Probabilistic Strategy | 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 data dimensionality, lowering solution time by over 30%.
- Implemented gameplay in Java and used JavaFX for a responsive user interface, and applied graph algorithms and linear algebra with an object-oriented design for game logic.

Ruter-Sju Card Game Bot and Monte Carlo Simulation | Python, Pandas, NumPy, PyPlot

December 2021 – November 2022

- Designed and implemented algorithms in Python to play card game Ruter-Sju to investigate best game strategy.
- Built a Monte Carlo simulation with 20k+ games and used Pandas and PyPlot libraries to analyze and visualize game data.

Skills

Technologies: Java (Including JavaFX, Android Studio), Python (Including Pandas, NumPy, BeautifulSoup), C, Git, LaTeX, SQL, R

Languages: Fluent in Spanish, Swedish, English

Affiliations: Delta Chi Fraternity (Scholarship Chair), Society of Hispanic Professional Engineers, Consult Your Community