

HAYDEN C. DALY

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EDUCATION

Stevens Institute of Technology, Hoboken, NJ

August 2018 - May 2021

B.E. in Software Engineering (iSTEM Program)

Overall GPA: 3.92

Relevant Coursework:

Agile Methods for Software Development

Human-Computer Interaction

Advanced Algorithm Design and Implementation

Deep Learning

Applied Data Structures and Algorithms

Computer Organization and Programming

TECHNICAL SKILLS

Programming Languages

Python, JavaScript/TypeScript, C/C++, Java, Assembly

Frameworks & Libraries

Node.js, React (Native), TensorFlow, NumPy, Pandas, Flask, Django, MQTT

Software & Tools

Docker, Kubernetes, MongoDB, SQL, AWS/GCP, Git, TravisCI, Redis

TECHNICAL EXPERIENCE

Software Developer Intern, Disney Television Animation

June 2020 - August 2020

- Developed full-stack tools with React/Django/SQL to be used internally within the production of animated content.
- Restructured GitLab pipelines for automated testing with Selenium/Ruby/Docker allowing for testing of multiple environments.

Chief Executive Officer, Exire.ai

June 2019 - Present

- Built an app that builds compelling plans for friend groups with a focus on event discovery, balancing calendars, and booking.
- Incorporated as C-Corp and deployed app with a private iOS/Android beta and currently iterating to customer feedback.
- Developing conversational group chat bot applying NLU algorithms in situations with distributed authority to facilitate processes.

Co-Director of Hackathons, Stevens Venture Center

May 2019 - Present

- Setup, manage, and operate multiple Hackathons annually with a budget of \$45k+ from sponsors at the UN, J&J, IBM, and more.
- Hosted the 2019 Health Tech Hackathon to address problems of melanoma survivors and people with rheumatoid arthritis.
- Hosted the 2020 COVID-19 Hackathon with 600+ global participants to address post-COVID life—still advising multiple teams.

Software Developer Researcher, Collective Design Lab

May 2019 - Present

- Developed research-focused projects in the domain of distributed authority, aerospace engineering, and software architecture.
- Constructed APIs to wrap technical models for ease of use with engineering researchers under various NASA grants.
- Published the paper “A Reference Software Architecture for Model-centric Engineering Information Systems”.

PROJECTS

Babb.io, University Group Chat Platform

May 2020 - Present

- Deployed platform for university-oriented group chats currently pilot in use at Stevens with active group chats for over 500 courses.

Code for Hoboken, Urban Tech 501(c)(3)

May 2020 - Present

- Starting nonprofit organization with support of local government to bring open-sourced, smart city technology to Hoboken.

SecureMeeting.org, Video Chat Platform

April 2020 - July 2020

- Lead back-end and mobile teams for WebRTC platform on web and mobile that has had over 10,000 total meetings hosted.

Testbed, Space System Simulation Infrastructure

April 2020 - September 2020

- Prototyped Docker simulation architectures to allow researchers to upload components of space systems and optimize models.
- Developed orchestration with service mesh connected by MQTT/Solace and gathered requirements from DOD, NASA, and USGS.

Atticus, Book Club App

February 2020 - June 2020

- Created full-stack mobile app for iOS/Android that for people to orchestrate reading in groups available on TestFlight.

LEADERSHIP/ACTIVITIES

Guest Lecturer, Stevens Entrepreneurship Experience Course

August 2019 - December 2019

Mentor, Top of the V Leadership Program

August 2019 - Present

Varsity Athlete, Stevens Institute Cross Country and Track

August 2018 - Present

HONORS AND AWARDS

Stevens Institute Dean's List

Stevens/Capco Algo. Trading 1st Place Team

Edwin A. Stevens Scholarship Recipient

VentureHacks Most Creative Team Award

IBM/UN BlueHack 1st Place Team

Stevens CAD Competition Winner