

Dan Peluso

Mobile Development (Android / iOS), Software Engineering, Hardware Design

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github.com/pelusodan

Full time starting May 2021

EDUCATION

Northeastern University — *B.S. in Computer Engineering, Minor in Computer Science (3.6 GPA, Dean's List)*

SEP 2017 -- MAY 2021

EXPERIENCE

WHOOOP, Boston, MA — *Junior Android Developer*

JUL 2020 -- DEC 2020

- Working with the Community team to support social-media platform for customers

Pison, Boston, MA — *Software Engineering and Machine Learning Co-op, Junior Android Developer*

AUG 2019 -- JUL 2020

- Created and maintained consumer-grade accessibility app for people with ALS, raising over \$200k in funding after multiple demos
- Created and maintained app for data collection, following a full product lifecycle and agile-tracked workflow (Rx, Coroutines, File IO, AndroidUI Tests, Bitrise workflows)
- Implemented signal classification models (CNN, RNN, LDA) using Jupyter notebooks and Kubernetes services based on state of the art

PROGRAMMING

Android - Reactive Programming (RxJava), Live Data, RoomDB, Koin, BLE, MVVM, Threading, Retrofit, Coroutines

Python - Tensorflow/Keras, Tkinter, Scipy, Flask, OpenCV, Pandas

Other - Swift, Java, C/C++, C#, MySQL, Verilog, CUDA, MIPS, x86, ARMv8, HTML/CSS, Bash, Arduino, Unity, Git, MATLAB, GraphQL

PROJECTS

[Miss My Train](#)

Android application that compares walking time to train station to MBTA predictions in listed display

[Poke-Queue](#)

Created full front-end for database connector app using Flask as an ORM to MySQL and created custom endpoints for database operations

[Concentration Game](#)

This is my first native iOS app, which mimics the simple card flipping game

[ARM Processor](#)

Built an ARM processor using Verilog based on the ARMv8 instruction set

[Kanesthetic Learning](#)

Created a mobile application which implements NFC beacon reader's locally stored information and gives the user additional information

