Daniel M. Lofaro is a Ph.D. Candidate that has been an active member of my lab, the Drexel Autonomous Systems Lab since early 2007. Since 2008 he has been lead on the NSF-PIRE project where he is primary caretaker and researcher on the full-size (130 cm tall) humanoid robot Jaemi Hubo. His work has culminated in multiple live demonstrations of his research. Most recently Daniel made Hubo throw the first pitch at a Major League Baseball game. This was a successful demonstration infront of nearly 46,000 spectators plus everyone watching on TV.

I have faith in Daniel’s professional skills. When he says he will get something done he gets it done

Daniel M. Lofaro has been apart of my lab (Drexel Autonomous Systems Lab – DASL) since early 2007. He joined while presuing a BS/MS degree in Electrical and Computer Engineering. He has since kept on to presue a PhD in Complex Systems and Robotics. Through out my experience with Daniel he has been proactive in research as well as business ventures and volunteering activities. He has started his own business where he is a consultant for complex systems. His first consulting was with with the UAV DragonFly Inc. (Founded by the kin of the renound helicopter designer Frank Piaseki). He is currently presuing starting a small business for mobile app development for hightly specific events/activities.

Daniel has been volunteering for educational events since well before I met him. This includes coaching an all girls FIRST Robotics Team, IEEE Student branch tech chair, ASME student branch active member, the Girl Scouts Advanced Technology Group (via ASME) and active member in the Society of Woman in Engineering (SWE).

Daniel has gain confidence with working with his collegues abroad via working NATO in the ASI conference on Autonomous Vehicles. He also plaied an intergral part in orginisation of the highly compeditive international robotics conference IEEE/RAS ICRA2012.

In reguards to research Daniel has always been proactive in procuring and creating new and exciting research topics. He has studied and publied on topics ranging from computer vision, auditory and visual music tracking, brain machiene interface systems, humanoid balancing, humanoid throwing methods, etc. When no topics are recommended to Daniel he has no problem coming up with his own ideas for cutting edge research.