

DAN GORELICK

ENGINEER :: DEVELOPER :: TECHNOLOGIST

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EXPERIENCE

Two Bulls – Brooklyn, NY

SOFTWARE ENGINEER :: JULY 2017 – PRESENT

// Developing applications in a Golang microservices infrastructure which integrate software, hardware, and third party systems for the Verizon Digital Kiosk project.

// Created provisioning plan for the kiosks, covering the development life cycle from factory floor to the installation in the ground.

// Created secret service, which implemented client-side SSL authentication between each Kiosk and AWS serverless stack.

Office for Creative Research – Brooklyn, NY & Angola

ENGINEER & FIELD TECHNOLOGIST :: FEB – MAY 2017

// National Geographic's Okavango Wilderness Project: constructed and deployed environmental sensors to key areas in the Angolan source lakes of the Okavango Delta. Also managed data collection and constructed high-resolution, 3D maps of the sites by gathering drone imagery. [[link](#)]

// St Louis Maproom: developed drawing robots for a public installation. Created the drive-control program, coordination and guidance software, and algorithms to plan the optimal path for the robots to travel. [[link](#)]

Nestio – New York, NY

SOFTWARE ENGINEER INTERN (HACKNY FELLOW) :: MAY – SEP 2016

// Developed new features for the production site as a full-stack engineer using React / Redux and Django in a fully TDD environment.

// Expanded back-end syndication services from the NYC area to operate nation-wide by interfaced the PostgreSQL database with GIS.

// Created a settings interface for the CMS offering administrative form input controls using React and the Redux Forms library.

New York Times – New York, NY

MOBILE WEB TECHNOLOGY INTERN :: JUL – SEP 2015

// Worked in a Node and CoffeeScript dev environment to add new features, analytics, and A/B tests to the [mobile.nytimes.com](#) site.

// Created a production tool which procedurally generating videos and GIFs from NYT articles all in the browser for the use of the newsroom and marketing departments. [[link](#)]

PROJECTS

Counterpoint Music Installation [[link](#)]

NODE, SUPERCOLLIDER, OSC :: OCT – DEC 2016

// Developed an interactive, collaborative music installation during time at SFPC which transforms lines drawn into musical note patterns.

// Installed the instrument at the SFPC Final Showcase and at the 2017 Signal Conference, also demoing the instrument during a [talk](#).

EDUCATION

Boston University

SEP 2012 – MAY 2016

Bachelors of Science,
Computer Engineering

COMMUNITIES

hackNY organization

2016 fellow, 2017 mentor,
2018 social good organizer

School for Poetic Computation

Fall 2016 student

Bostonhacks Hackathon

Organizing team

TECHNICAL SKILLS

PROGRAMMING LANGUAGES

Javascript / Node
Golang
Python
C & C++

WEB TECHNOLOGIES

React / Redux
Webpack
Angular
Django, Flask
D3, Three.js
AWS services / Serverless

DESIGN

UI & UX design practices
Illustrator & Photoshop
Sketch
Typography

NEW MEDIA

Interaction design
OpenFrameworks
Processing

OTHER TOOLS

UNIX / linux
git workflow