

DANIEL Q GORELICK

Engineer and Creative Coder – New York, NY

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EDUCATION

Boston University | *Sep 2012 – May 2016*

Bachelor of Science in Computer Engineering – Dean's List.

Study abroad at the Universidad Autonoma de Madrid in Spring 2014

EXPERIENCE

Resident | **School for Poetic Computation** | *New York, NY; Oct – Dec 2016*

Created new media projects exploring the intersection of music and interaction design during the 10 week program in the Greenwich Village. More information on the final installations can be found at danielgorelick.com

Software Engineer Intern | **Nestio** | *New York, NY; May – Sep 2016*

Developed React and Django features for the Nestio production site. Expanded platform syndication service from NYC to nationwide by interfacing ArcGIS with PostgreSQL. Developed frontend features in React for the customer relationship management system.

Software Engineer Intern | **New York Times** | *New York, NY; Jul – Sep 2015*

Created an internal tool web app for procedurally generating videos from static New York Times stories. Editors are able to then edit and as render videos all within the browser. Worked with the mobile web team working on the production mobile.nytimes.com site.

PROJECTS

Counterpoint Music Installation | *Oct 2016 – Dec 2016*

Created collaborative instrument during time at the School for Poetic Computation. Transforms lines drawn into musical note patterns. A Node server accepts socket connections from multiple devices, allowing visitors to create music together. Built with SuperCollider, Open Sound Control, and web technologies.

Senior Capstone Project – BreakerBot | *Sep 2015 – May 2016*

Developed a semi-autonomous robot prototype for ConEd. Responsibilities included creating software architecture, developing main control program, and project management. Awarded best project in BU ECE Department, and finalist in the Intel Cornell Cup. Built with C++, Node, Angular, and IoT (using Intel Edison).

MBTA Alerts and Performance Analysis | *Feb – May 2016*

Worked with the Massachusetts Bay Transportation Authority to better analyze and communicate the effectiveness of performance alerts. Developed full-stack web application to measure real-time performance against statistical models created from aggregated historical data. Built with Python, Node, D3, Sqlite3, and GTFS realtime.

COMMUNITIES / AFFILIATIONS

Fellow | **hackNY** | *New York, NY; June– Aug 2016*

Member of the 2016 hackNY fellowship program, a ten week program in NYC comprised of 26 students and recent graduates in the hacker scene.

Organizer | **Bostonhacks** | *Boston, MA; Sep – Nov 2015*

Ten-student team organized 500 person hackathon at Boston University. Raised over \$90K in funding, led design and branding for the hackathon, and led development for event website.

SKILLS & INTERESTS

Software: Javascript/Node, C/C++, Python, React, Angular, Django, Three.js, Pixi.js, Unix, Git, AWS Services

Hardware: CAD design, Machining/CAM, Microprocessors (Arduino, Intel Edison, Raspberry Pi), Electronics

New media: openFrameworks, Processing, SuperCollider, OSC, FFmpeg, Interaction design

Design: Web design, UI/UX wireframing, Typography, Adobe Creative Suite

Music: Classically trained cellist, lessons at Berklee School of Music