

Daniel Davydov

(917) 981-8818 | danieldavydov0@gmail.com | [linkedin](#) | github.com/danieldavydov | [website](#)

EDUCATION

Boston University

Bachelor of Arts in Computer Science — Current GPA: 3.66 – Dean's List

Boston, MA

May 2025

EXPERIENCE

Grader for CS330 (Analysis of Algorithms)

September 2024 – December 2024

Boston University

Boston, MA

- Graded assignments for CS330 - Analysis of Algorithms, a 200+ student course covering advanced algorithm techniques and theoretical computer science concepts

Software Engineer Intern

June 2024 – August 2024

Wave Learning Festival

New York, NY

- Built front-end React.js app with e2e testing used by over 10,000 students worldwide in more than 60 countries
- Debugged production code and wrote unit/integration tests to ensure a reliable, and maintainable code-base, identifying and resolving 2 critical bugs
- Lead the development of Wave's flagship seminar service by analyzing and handling course data, allowing hundreds of students to take courses over summer

Software Engineer Intern

June 2024 – August 2024

Outlier

New York, NY

- Integrated RLHF methodologies into Outlier AI models, significantly enhancing their performance and accuracy in complex decision-making scenarios
- Delivered detailed feedback to enhance model performance, while developing robust test cases to ensure efficiency and effectiveness of AI outputs
- Conducted thorough code reviews of SQL queries to ensure accuracy and compliance with customer requirements, identifying and resolving 4 critical issues and improving overall code quality

Software Engineer Intern

June 2023 – August 2023

Alli Connect | FORGE Design Studios

Boston, MA

- Contracted by a B2B mental-healthcare SaaS startup that matches clients to uniquely selected healthcare professional using machine learning
- Implemented React Native, Typescript, and Expo to build a cutting-edge mobile application; achieved a 30% reduction in development time while delivering a seamless user experience
- Collaborated with other interns to create UI/UX wireframes using Figma for future iterations of the application
- Worked closely with a cross-functional engineering team of 7 to troubleshoot and optimize code, accelerating our product development cycle by 2 weeks

PROJECTS

CatSpot | Python (Django), HTML, CSS, Heroku, Git, Image Classification

- Designed and implemented a fully functional gamified social media platform that allows users to compete with friends by earning points by posting pictures of cats
- An image classification model identifies the cat breed in the photo being uploaded. The point reward algorithm is based on the image classification model's prediction

NewsAId | TypeScript, React, Next.js, Python, TailWind, Git, OpenAI, SQL

- Collaborated with a team of 3 to design and develop a website that allows users to create news articles based on brief descriptions
- Users specify their preferences (desired length, style, and tone), and the AI model creates a news article that they can send to their friends with a temporary URL

Codex | TypeScript, React, Next.js, Python, TailWind, Git, OpenAI

- Designed and coded a website (end-to-end) that takes in a user's prompt and generates code based on the prompt with generative AI
- Functionality includes landing page, code generation tab, and a user profile management page