

DANIEL A. DANKNICK
Networking Firmware Engineer
Orange, CA, USA
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EDUCATION:

BS Applied Physics - University of California, Irvine 1991
additional studies in mathematics and linguistics

RECENT EMPLOYMENT:

Senior Engineer, Netaphor Software Inc., Irvine, CA - 1999
Senior Software Engineer, Walt Disney Imagineering, Burbank, CA - 1997
Firmware Engineer, Canon Information Systems, Irvine, CA - 1994
Core OS Group Engineer, Alpha Microsystems, Santa Ana, CA - 1989

WORK OVERVIEW:

I have been professionally employed as a software engineer since 1991 frequently working at the lowest layer of software, specifically that part that talks directly to the hardware. As the Internet began its rise to the public consciousness in 1994 I was working on efficient networking protocols for digital copiers and served on the IPP/1.0 design committee for the IETF in 1997.

Various opportunities took me to the “happiest place on earth” to spend two years here and in Japan designing a new animatronic controller for use in all Disney theme parks of the next twenty years.

Currently I work with a vanguard group of engineers solving network printing problems for Canon, Toshiba, Konica, Sharp and Minolta.

I hold nine US and four Japanese patents pertaining to networking software and digital printing technology.

ACHIEVEMENTS AWAY FROM WORK:

- Software co-developer for the TLC-2 VAD heart pump
- Frequent articles published in Nuts & Volts magazine, Poliester magazine (Mexico)
- Yearly judge for the US FIRST robot competition in San Jose, CA
- Design and build custom electronic interfaces for the movie and special effects industry
- Television color commentator for BattleBots robot combat event
- Frequent science fair speaker on the importance of math and physics