

# Daniel Reiling

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## EXPERIENCE

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**Office of Information Technology, UT Dallas**  
*Mobile Developer*

**Richardson, TX**  
May 2018 – Present

- Developed and maintained native and web based mobile applications for The University of Texas at Dallas utilized by thousands of students daily.
- iOS (100% Swift), Android (40% Kotlin, 60% Java). All new Android features implemented in Kotlin.
- Maintained apps through entire life-cycle including deployment to Google Play Store and Apple App Store.
- Developed UTD's first voice enabled apps (e.g. Amazon Alexa Skills).
- Developed UTD's first wearable application on Apple Watch (WatchOS 6).

**Immersive Design Center, Raytheon**  
*AR/VR Engineer, Intern*

**McKinney, TX**  
May 2019 – August 2019

- Developed AR/VR applications on various platforms to support design, manufacturing, and collaboration.
- Researched and designed best practices for manufacturing work instructions in AR.
- Implemented skeletal tracking using depth-cameras to analyze ergonomic hazards in the factory.
- Platforms supported included HoloLens, Vive/Oculus, Magic Leap, Realsense depth-camera.

## EDUCATION

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**University of Texas at Dallas**  
*Eric Jonsson School of Engineering and Computer Science*

**Richardson, TX**  
Expected May 2020

- Bachelor of Science in Computer Science

## TECHNICAL SKILLS

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**Areas of Expertise** : Native Mobile (iOS & Android), React Native , AR, VR, Voice Assistant (Alexa, Google, Siri)  
**Languages** : Swift, Kotlin, Java, C#, JavaScript, C++, Obj-C, Python  
**Software** : XCode 11, Android Studio 3, Git/Version Control  
**Mobile Platforms** : iOS 7+, Android 15.0+, WatchOS 2+

## PROJECTS

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**Jonsson Connect (iOS/Android)**  
*Mobile App*

**Richardson, TX**  
May 2019

- Maintained and updated cross-platform mobile app for Jonsson School of Engineering students and alumni.
- Redesign application architecture to better support future stability and scalability.
- Redefined deployment strategy to conform with Google Play and App Store requirements.
- Lowered operating cost by removing unnecessary third-party dependencies.

**UTD Poster Hunt (iOS/Android)**  
*AR Mobile App*

**Richardson, TX**  
September 2018

- Designed, developed, and deployed augmented reality mobile application sponsored by various departments at The University of Texas at Dallas.
- Augmented reality poster scavenger hunt around UTD to promote departments around campus.
- Deployed mobile app to both the Google Play Store and the Apple App Store.

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## PROJECTS (Continued)

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### Augmented Reality Tabletop gaming (IOS)

Richardson, TX

*Independent Study (Graduate Thesis)*

December 2017

- Recruited to ATEC graduate thesis project to develop augmented reality tool to assist visualization and gameplay of imaginative tabletop games.
- Researched various augmented reality frameworks to determine best option that supported available devices and use-cases.
- Implemented with plane detection, visual inertial odometer (VIO), and simultaneous localization and mapping (SLAM) using embedded device sensors.
- Worked with image and object recognition to track and augment physical game pieces.
- Optimized image tracking algorithms to support 1 inch game pieces from 2 meters away using iOS device.

### Published Mobile App – Nomni (iOS)

Richardson, TX

*Personal Published App*

March 2017

- Designed, developed, and published native iOS application to the Apple App Store.
- Application built in XCode 9 and 100% Swift.
- Utilized Google's Firebase for backend NoSQL database and authentication.
- Included social authentication using Twitter, Facebook, and Google third party SDKs.

## HACKATHONS / COMPETITIONS

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- **1<sup>st</sup> Place Overall, UTD OIT Sponsor Prize, SnapChat Sponsor Prize:** HackUTD 2019 (Temocracy)
- **1<sup>st</sup> Place Overall, Best in Design, SnapChat Sponsor Prize, Sketch Sponsor Prize:** Hacklahoma 2019 (Bee Cards)
- **1<sup>st</sup> Place Overall:** Hacktober 2018 (T-Com)
- **1<sup>st</sup> Place Overall, Wolfram Sponsor Prize:** HackUNT 2018 (GoToClass)
- **1<sup>st</sup> Place Overall, JCPenney Sponsor Prize, Chiloso Sponsor Prize:** HackUNT 2018 (JCPenney AR FittingRoom)
- **3<sup>rd</sup> Place Overall:** HackUTA 2018 (Beacon)
- **2<sup>nd</sup> Place Overall, 1<sup>st</sup> Place in Mobile:** HackUTD 2018 (ARrrr – Multi-User AR Game)

## PUBLICATION

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### More Time Left for Lecture: The GoToClass Automated Attendance-taking Application

U. Khalid, **D. Reiling**, C. White, M. Yoshida, E. Cankaya

*FECS'18. Frontier in Education: Computer Science and Computer Engineering*