

Shane A. McDaniel

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Summary Software engineer with a focus in artificial intelligence. Experience applying and tailoring academic research. Development experience with Java 1.5 and c++, with a desire to utilize good software engineering practices. Diplomatic team member.

Education **Georgia Institute of Technology**—Atlanta, Georgia
Masters Degree in Computer Science, May 2005
Focus in Artificial Intelligence
Overall Cumulative Grade Point Ratio: 3.75 / 4.00 index

Clemson University—Clemson, South Carolina
Bachelor of Science Degree in Computer Science, December 2000
Minor in Mathematics, Emphasis in Computer Engineering
Overall Cumulative Grade Point Ratio: 3.52 / 4.00 index

Technical Summary **Programming Languages:** Java (1.5), C++, PERL. Some Python, SQL, and shell scripting
Software/Tools: Netbeans 5.5, JUnit, Subversion, Cruise Control, C++ STL

Experience **Language Computer Corporation**—Richardson, Texas

Software Engineer, Named Entity Recognition Team (July 2005 – Current)

- Worked on the Named Entity Recognition (NER) team focusing on improving the data resources available to the system.
- Created an automatic Wikipedia-based lexicon extractor, including innate feature based filtering.
- Implemented a system to extract categorical information about entities from Wikipedia and applied this information to our NER system to boost performance.
- Developed a Maximum Entropy based text case restoration classifier, to provide correct case to the NER system for poorly cased data.
- Updated NER system to provide Active Learning support for improved annotation efficiency.

MIT – Lincoln Laboratory—Lexington, Massachusetts

Assistant Staff, Advanced Satcom Systems and Operations (Jan 2001 – Aug 2003)

- Implemented communication protocols for Advanced Extremely High Frequency test systems, and allowed for customized non-protocol messages for system testing purposes (ACP).
- Developed an Operator Interface to be used in military operation and training on AEHF payload and terminal simulators designed by the Advanced Satcom Systems group.
- Developed software including a GUI to allow AEHF payload and terminal simulator board designers to manipulate on-board data easily to facilitate board design and testing.

Microsoft—Redmond, Washington

Software Development Engineer in Test, Assistance Platform - Server (May – Aug, 2004)

- Created a design document and partially implemented a test execution module for the groups testing framework
- Created a test plan, and partially implemented automated tests for the user interaction logging component of the Assistance Platform

Software Development Engineer in Test, Visual Studio 7 Web Forms Group (May – Aug, 2000)

- Tested the DataList control by hand and by writing run-time and design-time automation
- Maintained a code samples server for the Complex Controls Team

Software Development Engineer in Test, Systems Management Server (May – Aug, 1999)

- Designed a framework to automate software distribution testing in the SMS, allowing more frequent testing runs
- Other group members utilized this framework design to develop similar frameworks for the SMS's other components
- Used and learned Visual Basic, SMS, the Web-Based Enterprise Management API, and the SMS API