

Daniel Winograd-Cort | Résumé

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Objective Statement

To leverage 5+ years of functional programming and type theory research in academia toward building high-performance, secure, sound, and elegant technologies that will be beneficial to mankind.

Experience

University of Pennsylvania

2015–2017

Postdoc, Advisor: Benjamin Pierce

Philadelphia, PA

Built a programming language which incorporates state of the art adaptive differential privacy directly into the type system. This included the design, analysis, and correctness proof of a novel partial evaluation system to enhance type checking. OCaml code with paper proofs.

Yale University

2009–2015

PhD Candidate, Advisor: Paul Hudak

New Haven, CT

Developed a novel form of FRP with effects and built it into a library for user interfaces. Haskell.

Microsoft Research

2011

Research Intern, Supervisor: Simon Marlow

Cambridge, UK

Added data and type declarations to GHCi and researched new features for the Par monad. Haskell programming with work on the Glasgow Haskell Compiler (GHC).

MIT Lincoln Lab

2008–2009

Space Systems Analyst

Lexington, MA

Designed multi-sensor schedulers for a space surveillance network simulator focusing on performance and parallelization. Large scale Java code.

Brown University undergraduate honors thesis

2008

Designed a neural network to learn relationships between hands and contracts in the card game Bridge. Java.

Microsoft STB Division

2007

Program Manager Intern

Redmond, WA

Designed and prototyped a world-class animation system built on top of the Windows Presentation Framework that focuses on diagrammatic editing.

Brown University Coursework

2006–2008

- Designed and implemented a Linux interface to a pinball machine allowing external control of the machine. Included real-time and embedded programming in C and a Linux kernel module.
- Worked on a mathematical project related to the NTRU cryptography project involving modern number theory, probability, cryptography, and linear algebra.
- Led server development in a group of four to design and create a 3D, graphical, multiplayer computer game based on Diplomacy. Included code in Java, Python, and C.
- Created a replicated, consistent, fault-tolerant, distributed database and integrated it with Cube, an open source client/server first person shooter. Included code in C++ and Java.

Current Projects

Adaptive Fuzz – *Creator* **2017–Present**

Adaptive Fuzz is a language that enforces adaptive differential privacy at the type level.

UISF – *Creator* **2013–Present**

The UISF (User Interface Signal Functions) package is an arrowized FRP library for graphical user interfaces which stems from work done on Euterpea.

Euterpea – *Developer/Maintainer* **2012–Present**

Euterpea is a domain-specific language embedded in Haskell for computer music research, education, and development. Although authored by Paul Hudak, I am a maintainer and significant contributor.

Education

Yale University **2015**

PhD in Computer Science *New Haven, CT*

Thesis Title: Effects, Asynchrony, and Choice in Arrowized Functional Reactive Programming

Advisor: Paul Hudak, then Zhong Shao

Yale University **2011**

M. Phil and M.S. in Computer Science *New Haven, CT*

Brown University **2008**

Sc.B. in Math-Computer Science, with Honors *Providence, RI*

Chatham High School **2004**

Awards and Honors: *Chatham, NJ*

Edward J. Bloustein Distinguished Scholar, National Honors Society, AP Scholar, National Merit Finalist, Dartmouth Club Book Award, George Washington Medal

Selected Publications

Winograd-Cort, D, Haeberlen, A, Roth, A, and Pierce, B. “A Framework for Adaptive Differential Privacy”. In *ICFP*, 2017. Accepted.

Winograd-Cort, D, Zhang, H, and Pierce, B. “Partial Evaluation for Typechecking”. In Submission.

Winograd-Cort, D and Hudak, P. “Settable and Non-Interfering Signal Functions for FRP”. In *ICFP*, pages 213–225. ACM, September 2014.

Winograd-Cort, D and Hudak, P. “Wormholes: Introducing Effects to FRP”. In *Haskell Symposium*, pages 91–103. ACM, September 2012.

Winograd-Cort, D, Liu, H, and Hudak, P. “Virtualizing Real-World Objects in FRP”. In *PADL*, pages 227–241, January 2012.

Relevant Skills

- Adept at programming, with proficiency in HASKELL, JAVA, OCAML; experience in COQ, SCHEME, C++, PYTHON, SML, PERL; and ability to learn new languages quickly
- Strong mathematics, with knowledge of number theory, algebra, probability, and cryptography

Interests

– Isshin Kempo Karate (Black Belt) – Aviation (Private Pilot) – Skiing/Snowboarding