

Daniel Thomas Fuerlinger

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Professional Summary

Software engineer specializing in GPU-accelerated C++/CUDA programming, real-time machine learning inference, and cross-platform development targeting desktop and low SWaP (Size, Weight, and Power) platforms. Proven track record of optimizing performance-critical applications, integrating advanced ML models, and collaborating on agile teams within defense and intelligence domains.

Technical Skills

- Languages & Tools: C/C++, Python, CMake, Git, Atlassian Suite
- GPU & Graphics: CUDA, Thrust, Vulkan, OpenGL
- Debugging and Profiling: Nsight Systems, Nsight Graphics, Nsight DL Designer, RenderDoc
- Machine Learning Inference: NVIDIA TensorRT, PyTorch, TensorFlow
- Development Environments: Visual Studio (Windows), Visual Studio Code (Remote SSH, Linux)

Work Experience

SOFTWARE ENGINEER AT ARETÉ ASSOCIATES | JUNE 2022 – PRESENT

- Develop cross-platform software using C++ and Python for GPU-accelerated image and video processing
- Integrate machine learning algorithms into real-time software with CUDA and NVIDIA TensorRT
- Maintain internal libraries & tools that are used on multiple projects across the company
- Profile and optimize GPU applications with Nsight Systems, identifying and resolving performance bottlenecks
- Collaborate on agile teams, leveraging CI/CD pipelines and Atlassian tools for unit-test driven development and automated deployment
- Provide direct customer support for software integration and troubleshooting

JUNIOR SOFTWARE ENGINEER AT OPTIMAL SATCOM | JUNE 2021 - AUGUST 2021 (SUMMER INTERN)

- Added new features to web software using C#, ASP.NET Core, and HTML/CSS/JavaScript

BOOKSELLER AT BARNES & NOBLE COLLEGE BOOKSTORE | AUGUST 2019 - MARCH 2020

- Assisted customers with textbook selection and fulfilled online orders

Education

AUGUST 2019 – MAY 2022 | GEORGE MASON UNIVERSITY

- BS in Applied Computer Science w/ concentration in Computer Game Design
- 4.0 GPA w/ Summa Cum Laude (Highest Distinction)
- Distinguished Academic Achievement Award
- Relevant coursework: Operating Systems, Algorithm Design, Computer Graphics, Object-Oriented Design

AUGUST 2015 – MAY 2019 | KETTLE RUN HIGH SCHOOL

- 4.303 GPA, Advanced Diploma with Highest Distinction

Leadership

PROGRAMMING DIRECTOR OF GMU "GADIG" GAME DESIGN CLUB | AUGUST 2020 – MAY 2021

- Led a team of 12 student developers to create two Unity-based video games, teaching collaborative development with Git and agile practices

Volunteer Experience

TEACHER AT PRINCE OF PEACE LUTHERAN CHURCH SUNDAY SCHOOL | SEPTEMBER 2025 – NOVEMBER 2025

- Teach short interactive Bible lessons to elementary school age students on Sundays

Portfolio

Explore code samples and personal projects at <https://www.danielfoobar.com>.