

Daniel Sainati

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Philadelphia, PA

EDUCATION

- **University of Pennsylvania** *Ongoing*
Doctor of Philosophy in Computer Science Philadelphia, Pennsylvania
- **Cornell University** *May 2018*
Master of Engineering in Computer Science Ithaca, New York
- **Cornell University** *December 2017*
Bachelor of Science in Computer Science Ithaca, New York

PUBLICATIONS

- **Typing Strictness**. Daniel Sainati, Joseph W. Cutler, Benjamin C. Pierce, Stephanie Weirich. In [Principles of Programming Languages \(POPL\) 2026](#). 27 pages.
- **LambdaLab: An Interactive λ -Calculus Reducer for Learning**. Daniel Sainati, Adrian Sampson. In [SPLASH-E 2018](#). 10 pages.

TALKS

- **Typing Strictness** *December 2025*
Cornell Programming Languages Discussion Group (invited) Ithaca, New York
- **Typing Strictness and Laziness with Effects and Coeffects** *May 2025*
New Jersey Programming Languages and Systems Seminar New York, New York

HONORS AND AWARDS

- **NSF CSGrad4US Fellowship** *2023*
National Science Foundation
- **eBay Undergraduate TA Award** *2016*
Cornell University
- **Engineering Dean's List** *2014-2017*
Cornell University

WORK EXPERIENCE

- **Flow Foundation** *October 2021 - July 2024*
Senior Programming Language Engineer Vancouver, British Columbia
 - Worked on **Cadence**, a high level statically-typed smart contract language
- **Meta** *August 2018 - October 2021*
Software Engineer Seattle, Washington
 - Worked on **Flow**, a static type system for Java Script, used at Meta on tens of millions of lines of code
- **Meta** *Summer 2017*
Software Engineering Intern Menlo Park, California
 - Worked on **HHVM**, Meta's just-in-time Hack compiler
- **Two Sigma Investments** *Summer 2016*
Software Engineering Intern New York, New York

TEACHING AND SERVICE

- **Student Volunteer**

- POPL 2026 / January 2026 / Rennes, France

- **Teaching Assistant**

University of Pennsylvania

- Fall 2025 / CIS 5000 / Software Foundations

2025

- **Teaching Assistant**

Cornell University

- Spring 2018 / CS 6110 / Advanced Programming Languages
- Fall 2017 / CS 4810 / Introduction to Theory of Computation
- Spring 2017 / CS 3152 / Introduction to Computer Game Development
- Fall 2015 - Fall 2016 / CS 3110 / Data Structures and Functional Programming (Fall 2016 Head TA)
- Spring 2015 / CS 2110 / Object-Oriented Programming and Data Structures

2015-2018