



## Daniel A. Fleisher

ASSOCIATE

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HAMILTON  
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REYNOLDS

Intellectual Property Law

### PRACTICE AREAS

- Patents
- Counseling
- Design Patents
- Trademarks
- Trade Secrets
- Copyrights
- IP Litigation
- Post-Grant Proceedings
- IP Intelligence and Audits
- Open Source Software Counseling

### TECHNOLOGIES

- Computer Software
- Artificial Intelligence
- Computer Hardware
- Internet of Things
- Network Infrastructure
- Mobile
- Telecommunications
- Business Methods
- Bioinformatics
- Robotics
- Electrical Engineering
- Blockchain

### EDUCATION

- B.S. in Engineering in Computer Science and Engineering, University of Pennsylvania
- M.S. in Engineering in Computer Science, Cornell University
- J.D., Northeastern University School of Law

Dan is an experienced patent attorney who focuses his practice on drafting and prosecuting patents in the electrical and software fields, as well as patent and other intellectual property litigation matters.

He has extensive technical knowledge in computer software, artificial intelligence/machine learning, natural language processing, hardware, graphics processing, audio processing, networking, security, and mobile communications, including mobile standards.

Before joining the firm, Dan worked as a patent examiner with the United States Patent and Trademark Office, where he examined applications in the fields of electronic games and wagering, and education, demonstration, and simulation. Prior to becoming a patent examiner, he was a senior associate in the intellectual property litigation practice at a large national law firm.

During law school, Dan was a legal intern with Dassault Systèmes, where, among other things, he reviewed and drafted patent claims and performed IP due diligence for acquisitions and joint ventures. He also served as a legal intern with the United States Attorney's Office in Boston and as a judicial intern with the Massachusetts Land Court. Dan was a Senior Staff member of the Northeastern University Law Review, as well as a co-chair of the IP Society.

Prior to beginning his legal career, Dan was a software developer in the investment banking industry for several years, where he designed systems for equity derivative risk management, cash equities trading, and equities research. He also developed software for various other companies in fields such as computer-adaptive testing and medical informatics.

While earning his master's degree in Engineering in Computer Science, at Cornell University, Dan focused his studies on machine learning and data mining. He authored his master's project report on natural language processing with Hidden Markov Models and structured-output Support Vector Machines. Dan received his Bachelor of Science degree in Engineering in Computer Science and Engineering from the University of Pennsylvania.

### PROFESSIONAL ASSOCIATIONS

- Boston Intellectual Property Law Association