Benjamin E. Jordan

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Education Cornell University [Dec 2023]

M.Eng. in Computer Science, Concentration in Machine Learning

Rochester Institute of Technology

[Dec 2022]

B.S. in Computer Science, Minor in Music and Technology

Skills Programming: Python, C/C++, C#, Java, Javascript, NumPy, PyTorch, Angular, SQL

Other Skills: Git, Linux, Unit Testing, Agile Development, LaTeX

Experience

Machine Learning Intern

[KLA, May 2023 - Present]

- Tasked with researching and implementing ML computer vision solutions to improve automatic semiconductor defect detection in the Zeta
- Will present project during a talk and poster board session at the end of the internship

Research Software Developer - Link to Prototype

[RIT, Aug 2022 - Jan 2023]

- Hired part-time by RIT faculty to develop software for spatial audio research
- Independently created a program that collects data on how users interpret spatial audio
- Technologies used include Three.js, Angular, and Typescript

Software Engineering Intern

[Carestream, May 2022 - Aug 2022]

- Developed and maintained C# back-end functionality in Carestream's ImageView X-Ray software
- Solved issues allowing users to take long-length x-rays with incorrect settings

Research Software Developer - Link to Website

[RIT, June 2020 - Aug 2021]

- Independently designed and implemented data collection software for a speech perception and cochlear implant research project with RIT and UIowa faculty
- Created 8 listening test modules using Javascript and the Web Audio API
- Participated in weekly team meetings where software progress was presented

Coursework

Computer Architecture, Algorithms, Programming Languages, Operating Systems, Cryptography, Parallel Computing, Distributed Systems, Networking, Machine Learning, Reinforcement Learning, Computer Vision, Graph Theory

Activities RIT Varsity Track and Field (15-20 hrs / week commitment)

[March 2019 - Dec 2022]

RIT EDM Club Founder & Officer

[May 2020 - May 2022]

RIT AI Club Member

[September 2022 - Dec 2022]

Awards Liberty League All-Academic Team

RIT Presidential Merit Scholarship

Projects

Graph Neural Network Research Project

- Designed, implemented, presented, and reported an experiment on PyTorch GraphSAGE model
- Proposed that using mean-pooling aggregation for the first layer of our model would improve model performance vs. using max-pooling for all layers

DSLabs

- Created a sharded key-value storage system using the DSLabs Java framework
- Implemented Paxos for replica group consensus, 2PC to achieve atomic commit for distributed transactions, and dynamic load balancing of shards to handle reconfiguration

EQ Audio Effect

- Wrote a four filter parametric equalizer plugin using the JUCE C++ framework
- Successfully used the EQ inside personal music making software