

Benjamin E. Jordan

bej9@cornell.edu | 607-339-1740
[LinkedIn](#) | [Portfolio Website](#) | [GitHub](#)

Education	Cornell University M.Eng. in Computer Science - Concentration in Machine Learning	[Expected Dec 2023]
	Rochester Institute of Technology B.S. in Computer Science - Minor in Music and Technology - 3.65 GPA [3.94 avg. during 2nd half of degree]	[Graduated Dec 2022]
Skills	Programming: Python, C/C++, C#, Java, Javascript, NumPy, PyTorch, Scikit-Learn, Angular, SQL Other Skills: Git, Linux, Unit Testing, Agile Development, LaTeX, Reading Research Papers	
Experience	Machine Learning Intern @ KLA	[May 2023 - Present]
	<ul style="list-style-type: none">• Researched and implemented ML solutions for semiconductor defect detection in the zeta• Used transfer learning with vision transformers to improve feature extraction algorithms• Proposed 2-stage cascade of models to improve accuracy, efficiency, and interpretability• Model achieved cross-validated scores close to 100% on preliminary, in-distribution tests• Presented project during poster board session and talk with leadership team	
	Research Software Developer @ RIT	[Aug 2022 - Jan 2023]
	<ul style="list-style-type: none">• Hired part-time by faculty to develop software for spatial audio research during the semester• Independently created a program for collecting data on how users interpret audio• Technologies used include Three.js, Angular, and Typescript	
	Software Engineering Intern @ Carestream	[May 2022 - Aug 2022]
Coursework	<ul style="list-style-type: none">• Developed and maintained C# back-end functionality in Carestream's ImageView X-Ray software• Solved major issue allowing users to take long-length x-rays with incorrect settings• Worked as a member of an agile software development team	
	Research Software Developer @ RIT	[June 2020 - Aug 2021]
	<ul style="list-style-type: none">• Independently developed software for cochlear implant research project with RIT & UIowa faculty• Created 8 listening test modules using Javascript and the Web Audio API• Participated in weekly team meetings where software progress was presented• Data collected from the program was used to produce multiple research publications	
	ML:	Machine Learning, Reinforcement Learning, Natural Language Processing, Artificial Intelligence Large Scale Machine Learning, Mathematical Foundations of Machine Learning, Computer Vision
	Sys:	Distributed Systems, Computer Architecture, Operating Systems, Networks, Parallel Computing
Activities	Math:	Graph Theory, Matrix Computations
	RIT Varsity Track and Field (15-20 hrs / week commitment)	[March 2019 - Dec 2022]
	RIT AI Club Member	[September 2022 - Dec 2022]
Awards	Private CS Tutoring	
	RIT Presidential Merit Scholarship Liberty League All-Academic Team	
Projects	DSLabs	
	<ul style="list-style-type: none">• Created a distributed key-value store 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 server reconfiguration	
	EQ Audio Effect	
	<ul style="list-style-type: none">• Wrote a four filter parametric equalizer plugin using the JUCE C++ framework• Successfully used plugin inside personal music making software	
	Graph Neural Network Research Project	
	<ul style="list-style-type: none">• Designed, implemented, presented, and reported an experiment on the graph sage architecture• Proposed that using mean-pooling aggregation for the initial layers of our model would improve performance compared to using only max-pooling for all layers	