Benjamin E. Jordan

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LinkedIn | Website | GitHub

Education

Cornell University [Graduated Dec 2023]
M.Eng. in Computer Science - Concentration in Machine Learning - [3.76 GPA]

Rochester Institute of Technology [Graduated Dec 2022]
B.S. in Computer Science - Presidential Merit Scholarship - [3.94 GPA]

Skills

Programming: Python, PyTorch, NumPy, C++, C, CUDA, Scikit-learn, Docker, Java, C#, Angular
Other Skills: Git, Linux, Unit Testing, Agile Development, LaTeX

Experience

Machine Learning Engineer @ Northrop Grumman AIR Lab **[Jan 2024 - Present]**

- Applied machine learning research and engineering role
- Increased object detection inference latency on the Nvidia Jetson AGX Orin by almost 3x with algorithm modifications, reduced precision weights, and tensorrt compilation
- Performed literature review of LLM planning agent and retrieval augmented generation research
- Created system to generate executable courses of action using LLMs as planning agents
- Skills include Python, PyTorch, FSDP, YAML, Faiss, C++, ROS2, Docker, Git, Linux

Machine Learning Engineer Intern @ KLA **[May 2023 - Aug 2023]**

- Independently researched and implemented semiconductor defect detection algorithms
- Finetuned and quantized vision transformers for efficient and robust classification with limited data
- Applied bayesian optimization to tune hyperparameters
- Presented project during poster board session and was invited to give a second technical talk

Software Engineer Intern @ Carestream **[May 2022 - Aug 2022]**

- Developed and maintained C# backend functionality in Carestream's ImageView x-ray software
- Gained professional experience with unit testing, agile, git, large codebases, and OOP design

Research Software Developer @ RIT **[Aug 2022 - Jan 2023]**

- Re-hired part-time by faculty to develop software for spatial audio research during final semester
- Independently created a program with 3D graphics for data collection on audio interpretation
- Technologies used include Three.js, Angular, and Typescript

Projects

Entropy Audio [Personal] **[Dec 2023 - Present]**

- Adapted Meta's AudioCraft open-source codebase to create novel text-to-audio foundation model
- Created the first natural language text to music production sample dataset with > 100k examples
- Trained and deployed multi-billion parameter autoregressive model using cloud computing
- Implemented fullstack website using Angular and Firebase to serve model
- Added automatic collection of preference data for preference optimization/finetuning
- planning to add genre-specific synthesis with low-rank adapters

Distributed Systems Labs & Framework [Coursework]

- Created a Google spanner-esque distributed key-value store in Java
- Implemented Paxos for replica group consensus, 2PC to achieve atomic commit for distributed transactions, and dynamic load balancing of shards to handle server reconfiguration

GPU Programming Deep Dive [Personal]

- Personal endeavor to solidify knowledge of gpu programming and hw/sw optimization
- Read the book "Programming Massively Parallel Processors: A Hands On Approach, 4th Edition"
- Implemented all CUDA kernels from the book, along with optimizations like tiling

Relevant Coursework

ML: Large Scale Machine Learning, Machine Learning Hardware and Systems, Reinforcement Learning, Mathematical Foundations of Machine Learning, Computer Vision, Natural Language Processing
Sys: Distributed Systems, Parallel Computing, Computer Architecture, Operating Systems, Networks
Math: Matrix Computations (Numerical Linear Algebra), Graph Theory

Activities

RIT Varsity Track and Field (15-20 hrs / week commitment) **[March 2019 - Dec 2022]**