

Benjamin E. Jordan

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

Education	Cornell University [Expected Dec 2023] M.Eng. in Computer Science - Concentration in Machine Learning & Computer Systems
	Rochester Institute of Technology [Graduated Dec 2022] B.S. in Computer Science - Minor in Music and Technology - 3.65 GPA [3.94 avg. during 2nd half of degree]
Skills	Programming: C++, C#, Java, Python, Javascript, NumPy, PyTorch, Scikit-Learn, Angular, SQL, CUDA Other Skills: Git, Linux, Unit Testing, Agile Development, LaTeX
Experience	Machine Learning Intern @ KLA [May 2023 - Aug 2023] <ul style="list-style-type: none">Independently researched and implemented solutions for semiconductor defect detectionUsed transfer learning with vision transformers for robust feature extractionProposed 2-stage cascade to improve accuracy, efficiency, and interpretabilityUsed PyTorch 2.0's JIT compiler to optimize training and inference run-timePresented project during poster board session and was invited to give multiple technical talks
	Software Engineering Intern @ Carestream [May 2022 - Aug 2022] <ul style="list-style-type: none">Developed and maintained C# back-end functionality in Carestream's ImageView X-Ray softwareSolved major issue allowing users to take long-length x-rays with incorrect settingsGained professional experience with unit testing, agile, version control, large codebases, etc
	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 semesterIndependently created a program for collecting data on how users interpret audioTechnologies used include Three.js, Angular, and Typescript
	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 facultyCreated 8 listening test modules using Javascript and the Web Audio APIParticipated in weekly team meetings where software progress was presentedData collected from the program was used to produce multiple research publications
Relevant Coursework	ML: Large Scale Machine Learning, Machine Learning Theory, AI Seminar, Reinforcement Learning, Machine Learning, Artificial Intelligence, Natural Language Processing, Computer Vision Sys: Distributed Systems, Parallel Computing, Computer Architecture, Operating Systems, Networks Math: Graph Theory, Matrix Computations
Activities	RIT Varsity Track and Field (15-20 hrs / week commitment) [March 2019 - Dec 2022] RIT AI Club Member [September 2022 - Dec 2022] Private CS Tutoring
Awards	RIT Presidential Merit Scholarship Liberty League All-Academic Team
Projects	Distributed Systems Labs & Framework [DSLabs] <ul style="list-style-type: none">Created a spanner-esque distributed key-value store in JavaImplemented 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++ frameworkSuccessfully 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 architectureProposed that using mean-pooling aggregation for the initial layers of our model would improve performance compared to using only max-pooling for all layers