Benjamin E. Jordan

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Education **Cornell University** [Expected Dec 2023]

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

Rochester Institute of Technology

[Graduated 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]

- Researched and implemented ML solutions for semiconductor defect detection in the Zeta
- Used transfer learning with vision transformers to improve outdated feature extraction algos
- Proposed a 2-stage cascade of binary (whether a defect exists) and multiclass (what kind of defect) classification models to improve prediction accuracy, efficiency, and interpretability
- Collected and worked with raw image data from the Zeta

Research Software Developer @ RIT - Link to Prototype

[Aug 2022 - Jan 2023]

- Hired part-time by faculty to develop software for spatial audio research during the semester
- 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 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 - Link to Website

[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, NLP, Large Scale Machine Learning

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

[September 2022 - Dec 2022]

Awards **RIT Presidential Merit Scholarship**

RIT AI Club Member

Liberty League All-Academic Team

Projects **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

Graph Neural Network Research Project

- Designed, implemented, presented, and reported an experiment on PyTorch GraphSAGE model
- 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

EQ Audio Effect

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