Benjamin Poole

Computer Scientist

bpoole16@charlotte.edu

linkedin.com/in/benjamin-poole-820427a7/

github.com/Bpoole908

Education

B.S. Computer Science
UNCC | 2018 | GPA:3.9

M.S. Computer Science
UNCC | 2019 | GPA:4.0

Ph.D. Computer Science
UNCC | 2023 | GPA:4.0

Languages

Python
Java
Go
C#
Bash

Packages

Tensorflow, Keras, NumPy, Pandas, Plot.ly, Dash, Matplotlib, Scikit-learn, SciPy

Software

Git, Docker, Docker Compose, Maven, Pulsar, Kafka, Matlab

Work Experience and Internships

2019-now **Graduate Assistant** UNCC Charlotte, NC
Lead researcher and team leader on machine learning and brain-computer interface project called DeepBCI.

2022-2023 **Teacher assistant and co-instructor** UNCC Charlotte, NC
Assisting in teaching the graduate course Applied Machine Learning. Here I help to create course materials, teach, and hold lab sessions.

2021-2022 **Primary Instructor** UNCC Charlotte, NC
Taught two semesters of the undergraduate course Intro to Machine Learning where I created all my own flipped classroom course material (labs, notes, and projects).

2019-2021 **Teacher assistant and co-instructor** UNCC Charlotte, NC
Assisted in teaching graduate course Applied Machine Learning and undergraduate course Intro to Machine Learning. Here I helped to create course materials, teach,and held lab sessions.

May-Aug'19 **Summer Data Analytics Intern** Klarrio Apex, NC
Research intern where I investigated stateful applications in a data streaming environments using AWS, Docker, Python, and Java.

2018-2019 **Research Assistant** UNCC Charlotte, NC
Lead researcher on machine learning and brain-computer interface DeepBCI project.

May-Aug'18 **Research Experience for Undergrad (REU) Intern** UNCC Charlotte, NC
Research focused on my DeepBCI project which was funded by the REU program under the NSF.

May-Aug'17 **Summer Software Intern** IBM Durham, NC
Command line software developer where I gained experience in production level software development for IBM's cloud service Openwhisk.

Research and Projects

2018-now **DeepBCI**
Research surrounding applications of machine learning algorithms for brain-computer interface. Responsible for development of data processing/visualization, machine learning algorithms, scientific experiments, paper/presentation writing, and maintenance of brain-computer interface equipment.
Survey paper: Towards Intrinsic Interactive Reinforcement Learning

May-Aug'19 **Stateful Streaming**
Developed demos and investigated stateful streaming applications with Pulsar and Kafka.

May-Aug'17 **Openwhisk CLI Devoplment**
Worked on open source project Openwhisk, a Function-as-a-Service (FaaS) cloud platform. Developed CLI tools and production level test code utilizing OOP via Go and Scala.
Projects merged: –last flag, Bash Script, Limit HTTP body, Alphabetize Listings

Achievements

2022 **Invited Speaker**
Invited to speak at RLDM 2022 Reinforcement Learning With Humans in (And Around) The Loop workshop.

2019-now **GAANN Fellowship Funding**
Awarded Graduate Assistance in Areas of National Need Fellowship funding towards PhD pursuits.

May'18 **NSF REU Funding**
Accepted into Research Experiences for Undergraduates program funded by National Science Foundation.