Jared Williams

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UNIVERSITY OF MARYLAND, COLLEGE PARK, MD

- Computer Science Bachelors
- Machine Learning Specialization

ABOUT ME

- UMD CS graduate seeking to leverage proven leadership and expertise to design effective software and data science solutions. I am able to quickly learn new technologies to adapt to evolving stakeholder requirements.

Skills

PROFICIENT IN: Python, Java, JavaScript, C, SQL

FAMILIAR WITH: Unix, Bash, AWS, Scrum, Git, Jenkins

SUPPLEMENTAL: TensorFlow/Keras, Scikit-learn, SpaCy, Pandas, Numpy, Matplotlib, NLTK, Kubernetes, NATS, MongoDB, Django, Node.js

Job/Research Experience

ML RESEARCH INTERN | LEIDOS | 05/22 – 08/22

- Used AWS Ground Truth, HTML, CSS, and JavaScript to create a custom annotation interface for entity linking
- Presented/demoed progress to Leidos leadership and stakeholders using Seaborn graphics and Powerpoint
- Explored the Large Language Model options for the task of pairwise relation classification

DATA SCIENCE INTERN | SOLUTIONEERING | 05/21 – 02/22

- Built solution to condense the result of big database queries into topic summaries
- Unsupervised topic modeling in embedding spaces
- Developed MySQL database and REST API with security in mind
- Wrote technical documentation and testing suite

AUTONOMOUS VEHICLES RESEARCHER | XLABS | 08/19 – 12/19

- Part of an interdisciplinary effort sponsored by the Jeffress Trust Awards Program in Interdisciplinary Research (through XLabs) to design, implement, and user test an autonomous golf cart for a local retirement home
- Led a team in charge of the safety monitoring AI systems implemented using OpenCV and Scikit-Learn
- Ensured that the AI suite was continually integrated with the rest of the platform

ENGINEERING FELLOW | CAPITOL CANARY | 05/17 – 08/17

- Part of a 5-person team hired from a Thomas Jefferson High School hackathon to develop and productize a real-time social media sentiment system based on key-words. The resulting product later demoed at SXSW

Personal Projects

DEEPMIND ALPHAZERO AMATEUR REPLICATION | 01/19 – 11/19

- Amateur replica of DeepMind's game engine AlphaZero
- Reached the proof of concept goal of becoming perfect at Connect4
- Combined a trained two headed neural network with a modified version of Monte Carlo Tree Search
- Improved through self-play reinforcement learning
- Trained using asynchronous CUDA managed GPU processes orchestrated between computers by Apache Spark