







Ben Phillips

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EDUCATION

2022 - 2026

Engineering Physics B.S. in Digital Electronics Design
• Current junior and honors student with 4.0 GPA
• Combination of computer engineering and physics programs
• Working on my senior design capstone project a year early
• Also enrolled in semiconductor physics, signal analysis, electricity and magnetism, and film aesthetics

University of Kansas

SKILLS

General Technical Skills
Mathematical Modeling, Digital Hardware Design, Audio & Video Processing, Algorithm Development, CAD, Electron Beam Lithography, Lighting Design

Programming Language Proficiencies
Rust JavaScript CSL GLSL Java
VHDL C/C++ \LaTeX HTML Python

WORK EXPERIENCE

5/2024 – Present

Quantum Computing Research
• Leading a project to develop quantum circuit emulators for Cerebras Wafer-Scale Engine (WSE)
• Learning about and implementing practical algorithms on unique HPC architecture
• Collaborating with Cerebras and Argonne National Lab
• Created, published, and presented a poster at the Supercomputing 2024 (SC24) conference
• Helped write curriculum for and instruct a quantum computing camp for high-schoolers

KU Advanced Reconfigurable and Quantum (KUARQ) Computing Group

11/2022 – 1/2024

2D Materials Research (Condensed Matter Physics)
• Developed a Moiré pattern visualization tool and other software utilities for the lab
• Superuser for electrical measurement systems and stereo microscope
• Used a scanning electron microscope to perform EBL (electron beam lithography) on a weekly basis

KU Ovchinnikov Lab

2021 – 2023

H. Roe Bartle Summer Camp Staff
• Worked for 3 summers with children age 10+ and adult leaders
• Lead the escape room lodge in 2023 with two junior staff working under my leadership
• Designed and ran lighting sequences using an ETC board for major campfire ceremonies

Scouts BSA - Heart of America Council

PROJECTS

Team Leadership & Software Engineering

1st Place HackKU 2023 Project: Wikidungeon
• Lead a team of three to win first place in the general track in this 36-hour competition
• Rogue-like game where players navigate Wikipedia by exploring a dungeon
• Relies on networking protocols, text parsing and filtering, probability modeling, procedural object placement, a physics engine, and a graphics pipeline
• Dungeon levels and links to other levels are generated algorithmically from Wiki page contents

devpost.com/software/wikidungeon

Applied Math & Open Source Collaboration

Published Physics-Based Minecraft Mod
• Developed and published a mod to add realistic camera movement
• Changes the controls for the game's flight system by calculating and injecting transformation matrices
• Have maintained and updated the mod for 4 years with the help of other contributors
• Over 100,000 downloads across mod hosting sites Curseforge and Modrinth

www.curseforge.com/minecraft/mc-mods/cool-elytra-roll

Application Architecture & Documentation

Rock Chalk Rendezvous - Desktop Calendar Application
• Technical lead in team of 5 for software engineering semester project
• Client-server REST API architecture combines features from Outlook and When2Meet
• Used data serialization design patterns for networking and storage

github.com/delster1/RockChalkRendezvous

CONFERENCE PUBLICATIONS

SC24 Research Poster

Towards Scalable Quantum Simulation on Wafer-Scale Engines
• **Phillips, Ben**, Kneidel, D., Nobel, A., & El-Araby, E. (2024). The International Conference for High Performance Computing, Networking, Storage, and Analysis (SC24), Atlanta, Georgia, USA, November 2024.

SC24 Research Poster

An Accurate and Scalable Multidimensional Quantum Solver for Partial Differential Equations
• Chaudhary, M., Islam, I., Nobel, A., Kneidel, D., Jha, V., **Phillips, Ben**, El-Araby, K., Singh, M., & El-Araby, E. (2024). The International Conference for High Performance Computing, Networking, Storage, and Analysis (SC24), Atlanta, Georgia, USA, November 2024. **(Best Research Poster Award Finalist)**