Jordan White

(425) 598 6875
jwhite34@uw.edu

GitHub: https://github.com/JordanWhite34
Portfolio: https://jordanwhite34.github.io/
LinkedIn: https://www.linkedin.com/in/jordan-white-page/

Objective

Aspiring Machine Learning Engineer with a strong background in Electrical and Computer Engineering. Seeking to leverage my experience in software engineering, research, and project-based work to drive innovation in the field of computer vision and deep learning. Known for my exceptional leadership, analytical skills, and ability to work well in cross-functional teams.

Education

University of Washington | Seattle, Washington — **Expected Graduation:** June 2024
Bachelor of Science, Electrical and Computer Engineering — **GPA:** 3.52

Skills

Programming Languages: Python, R, Java, JavaScript, HTML/CSS, JSON, SQL, Prolog, Bash, C, C++, Verilog
Libraries/Development Tools: SciKit-Learn, TensorFlow, PyTorch, Hugging Face, Keras, OpenCV, Pandas, NumPy, ReactJS, Node.js, Git, GitHub, Docker, GitLab, ECS, LEX
Other: Linear Algebra, Calculus, Statistics, Regression Testing, Code Reviews, Documentation, NLP, Computer Vision
Soft Skills: Leadership, Project Management, Teamwork, Communication, Analytical Thinking

Experience

University of Washington Research | Seattle, Washington
Computer Vision Research Lead — May 2023 – Present

- Driving a research project applying deep learning and computer vision to diagnose mental health based on room images.
- Developing and refining models, improving accuracy, and leading a team to ensure timely project progression.
- Collaborating with mental health professionals for practical applications and preparing detailed reports on project findings and implications.

Inductor | Seattle, Washington
Software Engineering Intern — June 2022 – September 2022

- Led the development of 'Headlights', a game powered by Natural Language Processing and Prolog.
- Leveraged AWS tools to efficiently manage game data and automate game build updates.
- Implemented comprehensive regression tests, ensuring 99% game functionality.

Projects

Multi-Object Tracking System
Developed a state-of-the-art multi-object tracking system that improved tracking accuracy by 20% using robust scaling and cost feature matrix integration. Overcame challenges like occlusions, scale variations, and complex object interactions.

Semantic Vision
Utilized Detectron2 for object detection and created a Convolutional Neural Network for semantic segmentation, demonstrating proficiency in hyperparameter tuning, model evaluation, and visualization.

Multi-Modal Image Analysis
Implemented various ML models, including CNNs, achieving 80% accuracy on image recognition tasks. Engineered a Generative Adversarial Network (GAN) that synthesizes realistic images of human faces.

Hobbies and Interests

Photography: Enjoy nature photography and using ML techniques to enhance and edit own photographs.
Reading: Passionate about keeping up with the latest in AI and ML through books and online resources.
Hiking: Regularly explore trails in the Olympic and Cascade mountain ranges to challenge myself and enjoy the PNW beauty.