

# Jordan White

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Portfolio: <https://jordanwhite34.github.io/>  
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## 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

<b>University of Washington</b>   Seattle, Washington	<b>Expected Graduation:</b> June 2024
<b>Bachelor of Science, Electrical and Computer Engineering</b>	<b>GPA:</b> 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

<b>University of Washington Research</b>   Seattle, Washington	
<b>Research Lead</b>	May 2023 – Present
<ul style="list-style-type: none"><li>Driving a research project applying deep learning and computer vision to diagnose mental health based on room images.</li><li>Developing and refining models, improving accuracy, and leading a team to ensure timely project progression.</li><li>Collaborating with mental health professionals for practical applications and preparing detailed reports on project findings and implications.</li></ul>	
<b>Inductor</b>   Seattle, Washington	
<b>Software Engineering Intern</b>	June 2022 – September 2022
<ul style="list-style-type: none"><li>Led the development of 'Headlights', a game powered by Natural Language Processing and Prolog.</li><li>Leveraged AWS tools to efficiently manage game data and automate game build updates.</li><li>Implemented comprehensive regression tests, ensuring 99% game functionality.</li></ul>	

## 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.