# Jordan White

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*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, Detectron2, 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 using SciKit-Learn, torchvision, GitHub, Tensor-Flow, OpenCV, and Pandas.
- Collaborating with health professionals for applications and preparing detailed reports on project findings, implications.

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

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

## 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, using PyTorch, torchvision.

## Hobbies and Interests

**Photography:** Enjoy nature photography and using ML techniques to enhance and edit my 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.