Joshua Tanner

NLP Engineer

Experience

Research Intern

Octanove Labs
2020/6 - 2020/10

- Train multilingual multitask seq2seq models for translation and grammatical error correction using fairseq
- Implement an ensemble of language identification models to clean and filter data with heavy code switching

Software Engineer

eBay

New Product Development & Global Growth

2016/11 - 2019/9

- Lead development of, tested, and maintained sole ownership of the Scala distributed scheduler that powered proactive messaging for eBay ShopBot and eBay's Chinese iPhone app
- Implemented a bootstrapping NLP process to extract informative noun/adjective pairs from product reviews, using Python and spaCy (based on "RevMiner" paper)
- Developed a Ruby on Rails web service that allowed non-technical users to customize and schedule proactive messages from ShopBot to users

Software Engineer

eBav

Global Shipping Program

2015/9 - 2016/11

- Rearchitected the pipeline used to import shipping charge data from shipping partners, increasing the accuracy of international shipping prices on eBay's search results page by up to 40%
- Maintained and developed new features in Java/Spring services at scale (several million requests per hour),
 wrote tests using JUnit and Mockito
- Drove an effort to automate excessive manual operations work, saving the Global Shipping Program team tens of hours of work per week

Intern Global Data Infrastructure **eBay** 2013/6 - 2014/9

• Took ownership of and greatly expanded the functionality of a Ruby on Rails application automating Hadoop permissions changes and other operational tasks

Education

M.S. Computational Linguistics

University of Washington

Coursework in machine learning and natural language processing.

2019/9 - 2021/12

Research Practicum

Exchange Program

University of Tokyo

Natural language processing research at the Institute of Industrial Science.

2020/12 - 2021/12

B.S. Computer Science

The Evergreen State College 2012/9 - 2015/4

Graduated early with a major in computer science and a minor in Japanese.

University of Hyogo

Studied Japanese language in a yearlong exchange program.

2014/4 - 2015/4

Awards

eBay Amplify Presenter

2018/05/7

A paper on information extraction research I conducted as a side project was accepted for presentation at eBay's internal research conference (25% acceptance rate).

Innovation Expo Presenter

2016/06/24

Our hackathon team's Node.js service which turned representative n-grams from web pages into affiliate links was chosen for presentation at eBay's internal innovation expo (14% acceptance rate).

Best eBay API Integration

2013/05/26

Placed first in category among 7 teams by building a Python/Flask web application which signed into eBay and purchased random items from eBay on behalf of the user.

Technologies

Proficient:

Familiar: AllenNLP

Python spaCy Scala Java

fairseq Play Framework

Pytorch

Ruby

SQL Ruby on Rails

Languages

English - Native Japanese - Fluent (JLPT N1)

Projects

Parasite 2009

A mod for StarCraft 2 which at peak averaged 2 million plays per week. Written in a combination of a native GUI language and Galaxy, a C-like language. I was responsible for the architecture, design, and vast majority of the code written, eventually onboarding another developer and two community managers.

Pytext 2013

A desktop application written in Python which wraps communication with an email server and use of email to SMS gateways to allow users to participate in SMS conversations without the need for a phone number.