

Benjamin Bolte

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TL;DR

Software engineer at Facebook; former intern at Amazon, Google Research and Facebook Applied Machine Learning; BS in Computer Science and Mathematics from Emory University (3.8 GPA); NIH blueprint grant recipient for studying computational neuroscience; interested in the intersection of deep learning, neuroscience and language.

Work Experience

Facebook, Core Machine Learning

Seattle, Summer 2017

- Built tools for automatically evaluating and deploying objectionable content classifiers
- Tripled model refresh rate and eliminated several hours of manual work per refresh

Google, Handwriting Recognition Research

Mountain View, Fall 2016

- Improved mixed-script online handwriting recognition for Chinese-English and Devanagari-English language pairs
- Trained a Generative Adversarial Network for producing handwriting using recurrent neural networks with attention components (to attend to the desired text)

Amazon, India Invoicing

Seattle, Summer 2016

- Built three APIs for interacting with the existing India invoicing service
- Built a web framework for helping product managers answer customer questions and solve bugs
- Diagnosed and fixed a Sev 2 which affected millions of dollars in transactions

Awards

- **1st Place, ACM Southeast ICPC** Division 2 2017
- **Dean's Achievement Scholarship** Highest undergraduate merit award 2014 - 2017
- **Computational Neuroscience Training Grant** NIH Blueprint Grant for computational neuroscience 2014 - 2016

Academic

Google Scholar ID: JEXV_kAAAAJ

- **Community-based benchmarking improves spike inference from two-photon calcium imaging data** 2017
A bunch of people. DOI: 10.1101/177956
- **Deep Language Modeling for Question Answering using Keras** Pydata Carolinas 2016
B. Bolte. YouTube ID: bvZnphPgZ74
- **FPAF Demonstration Controlled through Android-Based Device** ISCAS 2016
B. Bolte, S. Shah, S. Kim, P. Hwang, and J. Hasler. DOI: 10.1109/ISCAS.2016.7527525

Interests

Neuroscience — Cognitive Models — Haruki Murakami — Douglas Hofstadter — Unicycling — Tetris — Soccer — Generative Art — Open Source Software — Information Retrieval — Language Modeling — Embedded Neural Networks — Neural Hardware