

# Jeffrey Wu

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github.com/WuTheFWasThat

**Summary:** Full-stack developer with research experience and wishing to do good. Especially interested in keeping the world secure as technologies such as machine learning become more powerful.

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## Education

**Massachusetts Institute of Technology**  
**B.S.** in Mathematics, **B.S.** in Computer Science  
**M.Eng.** in Computer Science

**Cumulative GPA:** 4.8/5  
May 2012  
January 2013

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## Experience

- **OpenAI** Research engineer Aug 2018 – Present  
Working on training large language models, including [[https://d4mucfpksywv.cloudfront.net/better-language-models/language\\_models\\_are\\_unsupervised\\_multitask\\_learners.pdf](https://d4mucfpksywv.cloudfront.net/better-language-models/language_models_are_unsupervised_multitask_learners.pdf)], and on reward learning, focusing on summarization.
- **Google Research** Software engineer Oct 2016 – Aug 2018  
Built general infrastructure (data pipelines, libraries, Tensorflow ops, and a DSL) supporting models for personalization from cross-product user history. Experimented with RNN models to replace bag-of-words models, and helped launch news feed personalization experiments. In 20% time, ran experiments to study properties of generalization error.
- **Terminal.com** Founding engineer Jan 2013 – Oct 2016  
Building cloud-based container infrastructure, for scientific computing and online education. Helped design and implement many core systems across the stack and oversaw their security and scalability. Saw company grow from 2 to 12, and managed a small team of engineers. Interfaced with clients, including Crunchbase, Stanford University, Codecademy, and Udacity. Company was sold to Udacity.
- **Probabilistic Computing Project** Master's student Nov 2011 – Jan 2013  
Implemented a probabilistic programming language. Explored a new Gibbs sampling algorithm to make inference more efficient in very general settings. Work presented [at NIPS 2012]. [Source code] and [thesis].

## Selected Side Projects

- **Vimflowy** Vim inspired outlining tool with many features. [Source] (Typescript) and [Demo].
  - **Hanabi simulation** Game engine for simulating hanabi strategies, and state of the art bots. Cited in [DeepMind/Brain paper] and subsequently [interviewed for WSJ]. [Source] (Rust).
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## **Skills**

- Algorithms and distributed systems design
- Devops, e.g. AWS (or GCP), linux, containers
- CS theory and mathematics (2010 Putnam top 200)
- Machine learning and Tensorflow
- Front end, e.g. React frameworks
  - Learning new skills