

Benjamin C. Boardley

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EDUCATION

Purdue University

Bachelor of Science in Computer Engineering

Expected May 2024

Cumulative GPA: 3.93/4.0

Major GPA: 3.97/4.0

Master of Science in Computer Engineering

Expected May 2025

EXPERIENCE

Seris Research Group – Backend Developer

West Lafayette, IN

VIP Team Lead for low power computer vision challenge <https://lpcv.ai>

Feb 2023 – Present

- Lead a team of organizers to host large-scale **computer vision** competition that processed 677 submissions across 117 teams
- Implemented a Referee System to evaluate Semantic Segmentation models on a NVIDIA Jetson Nano using **numpy** and **pytorch**
- Created an **automated** communication and scoring pipeline between a web and evaluation server using **bash scripting** and **network protocols** for live leaderboard rankings

Skills: Python - Bash Scripting - Computer Vision - Pytorch – Leadership

NPM Package Manager

ECE 46100

Class Project

Aug 2023 - Present

- Worked with a group of students to create an NPM Package Manager with **TypeScript** that can gather secure and accurate packages
- Communicated with the GitHub **REST API** and NPM API to create a **Web Site** hosted on **AWS** that can upload, update, rate and download individual npm packages using data stored in a **MYSQL** database

Skills: TypeScript – SQL – Rest API

Notre Dame Turbo Laboratory – Engineering Intern

South Bend, IN

Web development and API integration

Jun 2023 – Aug 2023

- Implemented software to communicate with Monday.com's **API** with **graphQL** to automate excel resource visualization
- Created a **Graphical User Interface** to simplify and better spread a researcher's computational model
- Created a **Desktop application** with **tkinter** to help users interact and operate the CFD software Caelus

Skills: Python - JavaScript - HTML – CSS

COURSE WORK

Data Structure and Algorithms

ECE 368

Skills: Problem Solving – Algorithm Analysis – Data Structures

Intro to Computer and Network Security

ECE 404

Skills: Cryptography – Fire Walls – Viruses

Software Engineering

ECE 461

Skills: TypeScript – API Communication – Data Base Management – AWS

Artificial Intelligence

ECE 570

Skills: Machine Learning – Deep Learning – Generative Models

Data Mining

ECE 595

Skills: Data Preprocessing – Clustering – Dimensionality Reduction – Link Analysis

INVOLVEMENT

IEEE ROV Software Engineering Sub-Lead

Teacher's Assistant CS 15900 / ECE 20001

SKILLS

Languages: Python, C, JavaScript, HTML, CSS, SQL, Shell

Libraries and Frameworks: Django, React, TypeScript, pytorch, numpy, tensorflow, matplotlib, sklearn, keras

Skills: Full Stack development, Machine Learning, Computer Vision, Computer Security, Computer Networks