

Benjamin Chislett

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<https://github.com/benchislett>

Profile

Computer Science student with a thirst for knowledge and a passion for learning. Skilled programmer with experience in parallel computing, AI, web development, research, and computer graphics.

Key Competencies: C++/C | JavaScript | Python | AWS | GPU Computing | Machine Learning
Agile | Problem Solving | Work Ethic | Adaptability | Communication | Teamwork | Organization

Experience

Research Intern

Jul 2019 - Sep 2019

Okinawa Institute of Science and Technology, Okinawa Prefecture, Japan

- Maintained GPUE: a CUDA/C++ application for simulating Bose-Einstein condensates
- Authored GPUE.jl: a Julia-GPU implementation of GPUE

Software Developer

Sep 2018 - Jul 2019

Mysa Smart Thermostats, St. John's, NL

- Maintained a full stack javascript application for browsing and updating an AWS backend
- Developed a query library for interacting with AWS through object-oriented abstractions

Projects

GPU-Accelerated Ray Tracer

- Designed and implemented an accelerated path tracer in CUDA with support for triangle meshes, materials, textures, lighting, and more

Time Management Application Integrated with Trello

- Developed Pomorello, an application for time management and efficiency analytics, available natively in Trello
- Implemented a self-contained backend and simple analytics engine entirely within Trello through the iFrame callback API

Convolutional Autoencoders for Image Compression

- Researched machine-learning and computer vision techniques
- Developed a novel image compression algorithm using convolutional autoencoders and data compression

Education

Honours Bachelor of Science, Computer Science

Sep 2019 - Present

University of Toronto Scarborough, Scarborough, ON

- Cumulative GPA: 4.00