Benjamin Englard

Contact

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Education

University of Michigan Computer Science Engineering and Mathematics
Thiel Fellowship

Work

June 2014 – Present | Co-founder, CEO
MyTE

MyTE is building novel training tools for (initially) K-5 math teachers, based on a combination of the best traditional content and interactions, superpowered by innovative virtual classroom software that allows for practice of the authentic work of teaching.

For MyTE I have built and deployed novel and potentially patentable dialogue systems, browser based graphics, vision, and simulation systems, and content management systems.

Research

June 2014 – Present | Independent

My main research interest at this time is: novel uses of/architectures for neural networks, with applications to natural language processing and computer vision. I am specifically interested in recurrent models of vision/trainable memory models.

January 2012 – January 2013 | Independent
http://arxiv.org/abs/1301.3547

Applied a method of literary analysis to problems in Natural Language Processing and developed novel solutions to several open problems.

June 2012 – August 2012 | Florida International University High Performance Database Research Center

Designed and implemented a Spatial Autocorrelation system, the first prototype of what will eventually become the TerraFly Spatial Analysis toolset.

June 2011 – August 2011 | University of Florida Advanced Computing and Information Systems Laboratory

Designed, implemented, unittested, and simulated the message recovery system for a Peer-to-Peer alternative to Twitter, Litter. Worked remotely updating the Litter web interface.

Awards

University of Michigan College of Engineering Engineering Scholarship of Honor
Intel Science Talent Search Outstanding Research Paper
University of Michigan Class of 1931 1931E Scholarship

Interests & Projects & Languages

Interests
Artificial Intelligence (natural language processing, computer vision, robotics)
Programming Languages
Computer graphics/virtual reality
Neuroscience/Psychology
Quantum Physics
Web development
Basketball/Football

Projects
waffle - Fast, asynchronous web framework for Lua/Torch
vidAIo - NLP/CV based video search engine
Augment - Image processing based link retrieval and augmented reality system
symtorch - graph computation library, capable of easy expression of neural nets
symnn - neural network library built on top of symtorch
Paradigm - Mobile Distributed Computing
Know - Natural Language Processing for personality trait discovery and ad-hoc recommendation system
Many more projects and open source contributions can be found on my GitHub page.

Languages
Python, Lua, C++, JavaScript (used daily)
C, CUDA, Java, C#, Swift, PHP, Matlab (rarely used but known)