Benjamin Englard

CONTACT

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EDUCATION

Thiel Fellowship June 2014 - Present

University of Michigan Computer Science Engineering and Mathematics

Work

JUNE 2014 PRESENT Founder MyTE

MyTE is building VR/AI based training tools. After beginning as virtual classroom AI for teacher training, MyTE is now expanding into a platform for building novel training applications for any industry.

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 trainable memory models, recurrent models of vision, and deep

reinforcement models.

JANUARY 2012

Independent

JANUARY 2013

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

Florida International University High Performance Database Research

AUGUST 2012

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

JUNE 2011

University of Florida Advanced Computing and Information Systems Laboratory

AUGUST 2011

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 Intel Science Talent Search

University of Michigan Class of 1931

Engineering Scholarship of Honor Outstanding Research Paper 1931E Scholarship

PROJECTS & LANGUAGES & INTERESTS

Selected Projects MyTE_NLP - RNN, RL, NLP libraries built on torch7

waffle - Fast, asynchronous web framework for Lua/Torch

vidAlo - NLP/CV based video search engine

HoloHat - DIY augmented reality

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 (used occasionally)

Interests Artificial Intelligence (natural language processing, computer vision, robotics)

Programming Languages

Computer graphics/virtual reality

Neuroscience/Psychology

Quantum Physics Web development