

Benjamin Englard

CONTACT

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EDUCATION

University of Michigan Computer Science Engineering and Mathematics
Thiel Fellowship

WORK

JUNE 2014 PRESENT	Founder, CEO 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.
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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 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, untested, 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
[vidAlo](#) - 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 (used occasionally)