

Ben Kolb

bolbken.dev|
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EDUCATION

VIRGINIA TECH
BS IN CHEMICAL ENGINEERING
May 2017
College of Engineering

LINKS

Github:// **bolbken**
LinkedIn:// **bolbken**
Twitter:// **@debarghya_das**

COURSEWORK

GRADUATE

Advanced Machine Learning
Open Source Software Engineering
Advanced Interactive Graphics
Compilers + Practicum
Cloud Computing
Evolutionary Computation
Defending Computer Networks
Machine Learning

UNDERGRADUATE

Information Retrieval
Operating Systems
Artificial Intelligence + Practicum
Functional Programming
Computer Graphics + Practicum
(Research Asst. & Teaching Asst 2x)
Unix Tools and Scripting

SKILLS

PROGRAMMING

Over 5000 lines:

Java • Shell • Python • Javascript
OCaml • Matlab • Rails • \LaTeX

Over 1000 lines:

C • C++ • CSS • PHP • Assembly

Familiar:

AS3 • iOS • Android • MySQL

EXPERIENCE

FACEBOOK | SOFTWARE ENGINEER

Jan 2015 - Present | New York, NY

COURSERA | KPCB FELLOW + SOFTWARE ENGINEERING INTERN

June 2014 - Sep 2014 | Mountain View, CA

- 52 out of 2500 applicants chosen to be a KPCB Fellow 2014.
- Led and shipped Yoda - the admin interface for the new Phoenix platform.
- Full-stack developer - Wrote and reviewed code for JS using Backbone, Jade, Stylus and Require and Scala using Play

GOOGLE | SOFTWARE ENGINEERING INTERN

May 2013 - Aug 2013 | Mountain View, CA

- Worked on the YouTube Captions team, in Javascript and Python to plan, to design and develop the full stack to add and edit Automatic Speech Recognition captions. In production.
- Created a backbone.js-like framework for the Captions editor.

PHABRICATOR | OPEN SOURCE CONTRIBUTOR & TEAM LEADER

Jan 2013 - May 2013 | Palo Alto, CA & Ithaca, NY

- Phabricator is used daily by Facebook, Dropbox, Quora, Asana and more.
- I created the Meme generator and more in PHP and Shell.
- Led a team from MIT, Cornell, IC London and UHelsinki for the project.

RESEARCH

CORNELL ROBOT LEARNING LAB | RESEARCHER

Jan 2014 - Jan 2015 | Ithaca, NY

Worked with **Ashesh Jain** and **Prof Ashutosh Saxena** to create **PlanIt**, a tool which learns from large scale user preference feedback to plan robot trajectories in human environments.

CORNELL PHONETICS LAB | HEAD UNDERGRADUATE RESEARCHER

Mar 2012 - May 2013 | Ithaca, NY

Led the development of **QuickTongue**, the first ever breakthrough tongue-controlled game with **Prof Sam Tilsen** to aid in Linguistics research.

AWARDS

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|------|----------------------|--|
| 2014 | top 52/2500 | KPCB Engineering Fellow |
| 2014 | 1 st /50 | Microsoft Coding Competition, Cornell |
| 2013 | National | Jump Trading Challenge Finalist |
| 2013 | 7 th /120 | CS 3410 Cache Race Bot Tournament |
| 2012 | 2 nd /150 | CS 3110 Biannual Intra-Class Bot Tournament |
| 2011 | National | Indian National Mathematics Olympiad (INMO) Finalist |

PUBLICATIONS

[1] Ben C. Das, and A. Saxena. Planit: A crowdsourcing approach for learning to plan paths from large scale preference feedback. *Tech Report, ICRA*, in press.

[2] S. Tilsen, D. Das, and B. McKee. Real-time articulatory biofeedback with electromagnetic articulography. *Linguistics Vanguard*, in press.