Ben Kolb

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EDUCATION

VIRGINIA TECH
BS in Chemical Engineering
May 2017
College of Engineering

LINKS

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

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

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