

Charles Ison

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Education

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|--|---------------------------------|
| PhD Oregon State University , Computer Science | 2022 - Ongoing
Corvallis, OR |
| <ul style="list-style-type: none">• GPA: 4.00/4.00• Research Interests: Explainable AI (XAI), Mathematics Visualizations, Topology, Applied Machine Learning• Coursework: Deep Learning, Machine Learning, Geometric Processing, Algebraic Topology, Differential Geometry, Topological Data Analysis, Scientific Visualizations, Algorithms, and Theory of Computation | |
| BS Clemson University , Computer Science | 2015 - 2019
Clemson, SC |
| <ul style="list-style-type: none">• Graduated Magna Cum Laude and a member of the Honors College• Minor in Mathematical Sciences• Scholarships: Palmetto Fellows, Presidential Scholarship, Clemson Scholar | |

Experience

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| Graduate Research Assistant , Oregon State University | June 2023 - Present
Corvallis, OR |
| <ul style="list-style-type: none">• Worked on computer vision system for wildlife detection and counting on camera trap images for Oregon Department of Transportation• Model performance surpassed currently published state-of-the-art for camera trap wildlife counting | |
| Graduate Teaching Assistant , Oregon State University | Sept 2022 - June 2023
Corvallis, OR |
| <ul style="list-style-type: none">• Guided undergraduate students during the development of their senior capstone projects using previous industry experience | |
| Software Development Engineer II , Amazon | Oct 2021 - Sept 2022
Seattle, WA |
| <ul style="list-style-type: none">• Project lead for 8 person team working on a multiyear initiative to rearchitect a business critical, monolithic backend service into microservices• Collaborated across multiple teams for extensive research and design on long-term architectural vision• Became a subject-matter expert for business domain and provided feedback for others working in the area through design reviews, code reviews, and weekly of-fice hours• Improved service caching and thread pool tuning• Provided mentorship through weekly meetings with junior software development engineers | |
| Software Development Engineer I , Amazon | July 2019 - Oct 2021
Seattle, WA |
| <ul style="list-style-type: none">• Worked closely with business team to design components for legacy Java service that met business requirements while also reducing latency and removing technical debt• Rewrote build system in Gradle to reduce build times by 50% and save four plus hours of cumulative engineer time per day• Served as a dedicated mentor for two interns and onboarded several new hires onto the team | |

- Delivered time sensitive changes to unblock multiple major project launches
- Gave presentations on pipelines and test automation within team

Software Development Engineer Intern, Amazon

May 2018 - Aug 2018
Seattle, WA

- Developed internal Ruby on Rails and SQL system for Amazon Music playlist curators
- Tool enabled curators to automate the generation of playlists using historical customer listening data
- Communicated with a wide range of stakeholders to design a streamlined system that reduced a partnering team's weekly workload by 37 hours

Athletic Academic Services Tutor, Clemson University

Jan 2018 - May 2018
Clemson, SC

- Tutored student athletes in discrete mathematics, computer organization, and business calculus

Undergraduate Teaching Assistant, Clemson University

Aug 2017 - Dec 2017
Clemson, SC

- Assisted during labs for Software Development Foundations
- Graded exams and lab assignments

Software Engineering Intern, Avid Technology

June 2017 - July 2017
Berkeley, CA

- Worked on team responsible for Pro-Tools, industry standard for digital audio workspaces
- Developed C++ application using JUCE framework to validate third-party developer's AAX plugin's compatibility with Pro-Tools

Projects

A Multi-Planar Graph Visualization of Transformer Multi-Head Attention

2023

- Worked on creating a novel, interactive visualization for Transformer neural network multi-head attention
- Implemented as a wrapper for the Pytorch Transformer implementation


AlphaGo Zero Lite

2023

- Developed a light-weight implementation of AlphaGo Zero that can be trained and run on a personal laptop to play board games through a command-line interface
- Implemented in PyTorch

Visualizing the Loss Landscape of Neural Nets

2022

- Trained CNN models on the CIFAR-10 dataset and visualized the weights during backpropagation as a scalar field using dimensionality reduction
- Inspired by the [2018 NeurIPS paper from Hao Li et al.](#) 

Technical Skills

Languages: Java, Python, C++, C, R, Ruby, JavaScript, HTML, CSS

Machine Learning Libraries: PyTorch and TensorFlow

Databases: SQL and NoSQL

Cloud Computing: Familiar with AWS tools: Lambda, DynamoDB, S3, API Gateway, CloudFront, CloudFormation and CDK

Graphics: OpenGL and Blender

Application Development: Qt and JUCE

Continuous Integration and Continuous Deployment: pipelines, unit testing, integration testing, functional testing, stress testing and canary testing

Software Development: object-oriented programming, design patterns and multithreaded computing

Hobbies

Backcountry Skiing: AIARE - Level 1 Avalanche Training

Mountain biking: Treasurer for the OSU Cycling Club

Music production