IAN HAYASHI JONES

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EDUCATION

MS Computer Science
Stanford University '19
Human-Computer Interaction
Artificial Intelligence

BS Symbolic Systems
Stanford University '18
Cognitive Science

PUBLICATIONS

Paris Intelligent Vehicles Symposium
IV '19, IEEE

PROJECTS

Avalaunch
Endless Runner Video Game

The Words That Are "Most Country"
Interactive website

Quest
Cross-Platform AR mobile app

SKILLS

Python	C#
Java	HTML
Javascript	CSS
React	Unity
React Native	Keras

Guild
mar 2019 - present

Founding Engineer

I was one of the two founding engineers at Guild.

I am responsible for designing and building the backend system for our MVP.

Utility Design
dec 2018 - present

Design and Development Engineer

Provided technical consultation to create and launch UD Rep and UD Vidami guitar pedals, tools to learn guitar through online videos

Designed maintain the ecommerce website - which has sold hundreds of pedals - and provided design consultation for the physical pedals

Oracle NetSuite
oct 2019 - mar 2020

Software Engineer

Shipped the first machine learning tools at NetSuite

Applied machine learning algorithms to assist in SCM decisions

NVIDIA
feb - may 2019

Software Engineer Intern

Implemented a real-time big data pipeline for NVIDIA GeForce NOW

Utilized Apache Spark, Kafka, REST APIs

Stanford University School of Engineering
jan - mar 2019

Course Assistant

Object-Oriented Systems Design, taught by Dr. Patrick Young

Assisted students with debugging, helped develop OOP best practices, and assessed student programming assignments and projects

Toyota InfoTech Labs
oct 2018 - feb 2019

Deep Learning Research Intern

Implemented a long short-term memory neural network for predicting vehicle acceleration behavior

Researched experimental deep learning methods for autonomous driving and driver assistance