

James Drayton Beninger

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EDUCATION

University of British Columbia

Bachelor of Arts in Cognitive Systems

Vancouver, BC

Graduation Date: Dec 2022

RELEVANT COURSEWORK & SKILLS

Relevant Coursework: Models of Computation, Software Construction, Basic Algorithms and Data Structures, Functional and Logical Programming, Elementary Statistics for Applications, Introduction to Artificial Intelligence, Understanding and Designing Cognitive Systems, Applied Linear Algebra, Video Game Writing

Languages: Javascript, Node.js, React, Python, C/C#/C++, Assembly, HTML, CSS

Back-End: Azure, MongoDB, MySQL, SQL, REST API

Skills: Verbal & Written Communication, Conflict Management, Teamwork, Data Analysis

EXPERIENCE

Stanford Existential Risk Initiative (SERI)

ML Alignment Theory Scholar (MATS)

Remote Learning

May 2023 - Jul 2023

- Created several machine learning models using Pytorch in collaboration with other scholars.
- Utilized **linear algebra**, **statistics**, and **python** to analyze the effectiveness of **AI/ML models**.
- Participated in workshops on AI alignment, using mathematical and statistical models to predict the world, and communicated complex concepts into a digestible format.

University of Ottawa

Research Assistant

Ottawa, ON

Nov 2022 - Jan 2023

- Designed and executed complex experimental protocols, resulting in a **15% improvement in data accuracy**.
- Constructed stimuli for research projects, interpreting instructions from lab professionals into actionable steps and communicating instructions to other research assistants.
- Trained other lab members in the use of software to construct experimental stimuli for research projects, **increasing efficiency of prep time** to start experiments **ahead of schedule**.

Austin EGaDS Open Project 2022

Game Developer

Austin, TX

May 2022 - Jun 2022

- Designed and coded the enemy AI systems and the dialogue system using Unity and C#.
- Contributed to dialogue writing and world-building.

University of British Columbia

Full-Stack Developer and IT Consultant

Vancouver, BC

Aug 2021 - Aug 2022

- Provided technical support troubleshooting and testing software for other experiments, **allowing 2 experiments to finish on schedule** and **2 more to begin** in the same academic term.
- Created an app with a **React front-end** and a **Node.js back-end** to decode, dynamically alter, and record changes in audio files, allowing the transition of a research project from physical to digital.

UBC Game Dev

VP Project Team Lead

Vancouver, BC

Aug 2020 - Aug 2022

- Oversaw and provided support to several project teams, ultimately leading to the creation of **8 original games**.
- Assisted with communication, outreach, and teaching new members technical skills, resulting in a **5% increase in new members**.
- Organized a project showcase to market each team's final product, gathering **industry partners from Skybox Labs, Archiact, and over 150 individual attendees**.