

Jason WEBSTER

LINKEDIN: [linkedin.com/in/jasonrobwebster/](https://www.linkedin.com/in/jasonrobwebster/)
GITHUB: github.com/jasonrobwebster/

PERSONAL

PHONE: +27 79 393 0971
EMAIL: jasonrobwebster@gmail.com

LANGUAGES

ENGLISH: Mother tongue
AFRIKAANS: Basic Knowledge

WORK EXPERIENCE

- | | |
|--------------------------|--|
| JAN 2019 -
PRESENT | Data Scientist at EXPLORE-AI
<i>Teaching and Consulting</i>
Course facilitator for 100 data science students in Johannesburg. One of the AWS system administrators for the academy and facilitators. Designed and implemented curriculum for online courses. Supervised 4 teams of interns positioned at and consulting with a multitude of different companies. Organized a monthly meetup event (see Leadership). Currently launching a research division within the company. |
| JUN 2016 -
JUL 2016 - | Research Collaborator at UNIVERSITY OF OREGON
<i>Reference: Dr. Ben McMorran mcmorran@uoregon.edu</i>
Developed new methods of generating electron vortex beams, and was trained to operate a transmission electron microscope. Helped form new collaborations between my research group and that of Ben McMorran's. |
| DEC 2015 -
JAN 2016 | Intern at the NATIONAL INSTITUTE FOR THEORETICAL PHYSICS (NITHEP)
<i>Reference: Prof. Michael Kastner kastner@sun.ac.za</i>
Studied a long-range highly constrained spin model that has shown equivalence to certain Bose-Einstein condensates. Learned to tackle extremely technical and challenging theoretical problems, and learned a great deal of quantum mechanics and statistical physics in the process. |
| JUL 2012 -
DEC 2014 | Intern at the COUNCIL FOR SCIENTIFIC AND INDUSTRIAL RESEARCH (CSIR)
<i>Reference: Dr. Hermann Uys hermann@sun.ac.za</i>
Interned throughout various summer and winter vacations. Was tasked with a number of projects, including: building a large-scale ion trap for use in public demonstrations, simulating the motion of trapped ions, and investigating rotational broadening effects on molecular spectra. |

EDUCATION

- | | |
|----------|---|
| DEC 2018 | Master of Science in PHYSICS, Stellenbosch University
<i>With distinction, Summa cum laude</i>
Thesis: "Towards Atomic Physics Using Spatially Structured Light"
Advisor: Dr. Hermann Uys |
| MAR 2016 | BSc Honours in PHYSICS, University of the Witwatersrand
<i>With distinction, Summa cum laude</i> |

	Thesis: "Electron Vortex Beams and Non-Radiating Accelerating Electrons" Advisor: Prof. Andrew Forbes AVERAGE: 91.1% GPA 3.92/4 Academic Record
MAR 2015	BSc in PHYSICS and APPLIED MATHEMATICS, University of the Witwatersrand <i>With distinction, Summa cum laude</i> AVERAGE: 85.0% GPA 3.84/4 Academic Record
DEC 2012	Highschool Certificate, Curro Bankenveld

AWARDS

DEC 2018	S2A3 Medal, Stellenbosch University Awarded to the top MSc graduate in the natural sciences at Stellenbosch University.
DEC 2016	Chancellor's Medal, University of the Witwatersrand Awarded to the top overall graduating student across all fields of study at the university. Presented by Adam Habib, then Vice Chancellor of Wits.
MAR 2016	Samuel Goodman Memorial Medal, University of the Witwatersrand Awarded to the most distinguished Honours graduate across the Faculty of Science.
MAR 2016	Jan Loubser Medal, University of the Witwatersrand Awarded to the most distinguished Honours graduate across the Faculty of Science.
MAR 2016	Element Six Diamond Research Lab and DST/NRF Centre of Excellence in Strong Materials Medal, University of the Witwatersrand Awarded for outstanding performance in the Honours year of study in Physics.
DEC 2015	William Cullen Medal, University of the Witwatersrand Awarded to the most distinguished Bachelor of Science graduand in the Faculty of Science.
DEC 2015	Element Six Diamond Research Lab and DST/NRF Centre of Excellence in Strong Materials Medal, University of the Witwatersrand Awarded for outstanding performance in Physics III.

PUBLICATIONS

APR 2019	Coiling free electron matter waves J Pierce, J Webster , H Larocque, E Karimi, B McMorran, A Forbes, <i>New Journal of Physics</i> 21 (4), 043018 Demonstrated the construction of a novel class of angularly accelerating electron beams. Provided the means to construct the beam, while my collaborators performed the experiment. Contributed to the theoretical analysis of the electromagnetic field during the electron's propagation. This paper was based on work from my Honours thesis.
JUN 2018	Subexponentially Growing Hilbert Spaces and Nonconcentrating Distributions in a Constrained Spin Model J Webster , M Kastner, <i>Journal of Statistical Physics</i> 171.3 (2018): 449-461 Studied a highly constrained long-range spin model for use in a specially prepared Bose-Einstein condensate experiment. Resulted from the work done during my internship at NITheP.

JAN 2017	<p>Radially dependant angular acceleration of twisted light J Webster, C Rosales-Guzmán, A Forbes, <i>Optics letters</i> 42.4 (2017): 675-678</p> <p>Developed a new technique of controlling the angular acceleration of laser light by using the Guoy phase in Laguerre-Gauss beams. This paper was featured as one of the top downloads on OSA's website during February 2017.</p>
----------	---

PROJECTS

JAN 2019	<p>Self-driving Car and GamePy <i>Personal Project</i> Github Link</p> <p>I built a simulated self-driving car in the game "Burnout: Ultimate Paradise". I gathered data by recording myself playing the game, and used this to train a convolutional neural network that mapped images to keystrokes. I managed to make this work using local hardware while being tightly constrained by my budget and GPU size. The result of this project was a general purpose package dubbed "gamepy" that allows one to record themselves and their keystrokes while acting in a simulated environment. It also allows integration to the game environment to be able to then "play" the game using a prediction of model. I wrote about my experiences building this in a blog post for OfferZen, and can be read here.</p>
JUN 2018	<p>AlphaZero Clone <i>Personal Project</i> Github Link</p> <p>I'm currently working to produce a clone of the alpha zero algorithm, using Keras and PyTorch. The algorithm was recently used by Google's Deepmind to beat the world's best Go player, as well as the best Chess engine (stockfish), entirely through self-play and reinforcement learning. I'm currently implementing this at home for a 6x6 game of Othello.</p>
MAR 2018	<p>AtomPy <i>Study Project</i> Github Link</p> <p>I attempted to build a symbolic package for modelling and deriving the equations of motion for an atomic system using Python. I first built the symbolic package from scratch, but later used SymPy as my backend. I managed to get as far as deriving the equations of motion for simple atomic systems, but ended up abandoning the project as it could not handle larger, more complex systems. Note this project is not well documented as it has been abandoned.</p>
NOV 2017	<p>Variational Autoencoder <i>Personal Project</i> Github Link</p> <p>Variational autoencoders (VAEs) are a neural network architecture that represent high dimensional data (e.g. images) in a low dimensional latent space. This is similar to principle component analysis, however, what makes a VAE different is that it learns the parameters of a probability distribution for each data point, allowing for the generation of new data points. I worked on duplicating this architecture at home, and can now implement a VAE, PixelVAE, and VQ-VAE in tensorflow and keras. The github link shows an example of a simple VAE.</p>

CONFERENCES

SEP 2017	<p>International Conference on Optical Angular Momentum Anacapri, Italy Poster: "Angularly Accelerating Electron Waves"</p>
JUL 2017	<p>SAIP 62nd Annual Conference Stellenbosch, South Africa Presentation: "Nano-fabricated Si₃N₄ holograms for probing matter with structured waves." Awarded best Honours presentation in the Material Sciences Division. Presentation: "Non-radiating accelerating electrons?"</p>

LEADERSHIP

JUN 2019 – PRESENT	Explore-AI Meetup Organizer Started, organized, and maintained a meetup group for the public. Organized speakers for the event. More details can be found at https://www.meetup.com/Explore-AI-JHB-Meetup-Group/
JAN 2018	Chris Engelbrecht Summer School Organisational Committee Served as head of accommodation management. Ensured that a local python package repository was accessible to the attendees. Assisted in the set up of the venue.
JAN 2017 – DEC 2017	Stellenbosch OSA Student Chapter Committee Head of media in the student chapter organisational committee. Was placed in charge of designing posters/flyers for events. Designed a website for the committee.

COMMITTEES AND SOCIETIES

JAN 2017 – DEC 2017	Maties Underwater Club Member of the Stellenbosch University scuba diving club.
JAN 2015 – DEC 2016	Wits Astronomy Club Member of the Wits University Astronomy Club. I've always had a passion for astronomy, and had briefly considered becoming an Astrophysicist at one stage in my life.
JAN 2016 – DEC 2018	OSA Student Chapter Member Maintained participation in outreach activities to local schools.
JAN 2014 – PRESENT	International Golden Key Society Invited due to the academic success in my 1 st year of undergraduate studies.

SKILLS

SOFTWARE	Experienced: Python, Matlab, Mathematica, Keras, Tensorflow, PyTorch Familiar: C, C++, Java, ActionScript, Delphi, PyQt, AWS
RESEARCH	Optics, Electron Microscopy, Statistical Mechanics, Wave Propagation and Dynamics
TECHNICAL	Laser Design and Construction, Laser Operation

CERTIFICATES

APR 2018	NMISA Basic Laser Safety Course
MAY 2017	Writing for Peer Review

PERSONAL ACHIEVEMENTS

2018	<p>Modelled a self-driving car using deep learning</p> <p>Built a self-driving car using a deep learning model, trained on recorded footage of myself playing "Burnout: Ultimate Paradise". Learned about convolutional neural networks, GPU memory management, and working in a simulated environment. An article on this project can be found at offerzen.com/blog/how-to-develop-a-self-driving-car-in-under-a-week.</p>
2016	<p>Graduated from Wits University as one of the top performing students across all fields of study</p> <p>Received the highest academic honour, the Chancellor's medal, for my academic performance at Wits.</p>
2015	<p>Became a "professional" game developer</p> <p>I developed a small web-based game using the ActionScript programming language, and received a pay cheque of \$25 in advertising revenue from the website that hosted it.</p>

INTERESTS AND HOBBIES

Technology, Programming, Deep Learning, Machine Learning, Computer Vision, Reinforcement Learning
Physics, Optics, Quantum Mechanics, Quantum Field Theory, Astronomy
Art, Game Design, Digital Painting, 3D Rendering and Animation

Academic Record

BSc Honours in PHYSICS

University of the Witwatersrand

COURSE	CREDITS	MARK	US CODE
Quantum Mechanics	13	100	A
Statistical Physics	13	72	B+
Nuclear Physics	13	75	A
Electrodynamics	13	99	A
Solid State Physics	13	91	A
General Relativity	13	96	A
Introduction to Quantum Field Theory	13	96	A
Research Project	30	95	A
		AVE	91.1
		GPA	3.92

Undergraduate BSc PHYSICS and APPLIED MATHEMATICS

University of the Witwatersrand

Course	CREDITS	MARK	US CODE
Computational and Applied Mathematics I	36	77	A
Computer Science I	36	94	A
Algebra I	15	72	B+
Calculus I	21	85	A
Physics I (Major)	36	87	A
Computational and Applied Mathematics II	48	93	A
Basic Analysis II	16	71	B+
Differential Equations II	8	77	A
Multivariable Calculus II	24	56	C
Advanced Analysis II	8	92	A
Group Theory II	8	85	A
Linear Algebra II	8	83	A
Physics IIA (Major)	24	78	A
Physics IIB (Major)	24	86	A
Computational and Applied Mathematics III	48	93	A
Quantum Mechanics III	11	96	A
Quantum Mechanics and its Applications	11	100	A
Statistical Physics III	11	90	A
Waves and Modern Optics	11	90	A
Advanced Experimental Physics and Project	28	86	A
		AVE	85.0
		GPA	3.84