

Javon Hickmon

(360) 551-0375 | javonh@uw.edu | [Portfolio](#) | [LinkedIn](#)

EDUCATION

University of Washington - BS Computer Science 2021 - 2024

- Major GPA: 3.80 | Cumulative GPA: 3.79
- Direct Admission: Paul G. Allen School of Computer Science

Olympic College - AA 2019 - 2021

RESEARCH INTERESTS

I am broadly interested in Computer Vision, and Embodied AI; however, my specific interests include Multimodal Machine Learning and Multi-agent Reinforcement Learning. My goal is to utilize multiple modalities in order to create systems that can truly understand the semantics of our world and can effectively use this semantic knowledge in real-world interaction and prediction.

RESEARCH EXPERIENCE

Undergraduate Researcher – RAIVN Lab *Dec. 2022 - Present*

- Currently working to utilize chain-of-thought prompting as a means of leveraging the knowledge contained within Language Models to improve the image classification task. Specifically working to improve image classification for Multi-Modal Models
- Worked with the Open Flamingo team to improve and test their framework for training large multimodal models. Wrote ImageNet evaluation code to enable batching and caching, effectively increasing the rate of the entire process.
- Isolated common errors made by CuPL (Customized Prompts via Language models) for the task of zero-shot image classification. Improved prompt generation techniques to result in higher accuracies on commonly mistaken images while evaluating on ImageNet.
- Mentored by Dr. Ali Farhadi and Sarah Pratt.

PROFESSIONAL EXPERIENCE

SDE Intern - Amazon *June 2022 - Sept. 2022*

- Built technologies within a large, distributed computing environment that improved the experience of millions of Amazon sellers worldwide through a product called EasyShip.
- Designed and developed features for a full-stack mobile application with a heavy focus on RESTful APIs, high-quality code architecture, and test automation. These contributions significantly improved the Amazon seller experience by allowing EasyShip sellers to send and receive bulk orders.

TECHNICAL SKILLS

Proficient In: Python, PyTorch, Java, JavaScript, OpenCV, OpenGL, React.js

TEACHING & MENTORING EXPERIENCE

Teaching Assistant – CSE 122, 123, 142 & 143 University of Washington *Mar. 2022 - Present*

- Assisted in the teaching, logistics, and curriculum development for these courses.
- Taught introductory Java programming concepts and hosted weekly 1-on-1 check-ins with five students per quarter.

- Selected ten problems catered to my five students each week. Used these problems to discover topics in need of practice. Provided explanations and answered any questions students had on these topics.

Allen School Research Roundtable Panelist – University of Washington

Apr. 2023

- Spoke to admitted Computer Science students about my experience performing research at the undergraduate level.

AP CSA Presenter – Code.org

Mar. 2022

- Presented Computer Science Principles in a fun and engaging manner for the Code.org AP Computer Science A curriculum.

Visiting Speaker – Bluffton Highschool

Dec. 2022

- Spoke to high school students about my journey studying Computer Science and provided guidance for their studies.

Mentor – Coder Dojo

June 2017 - July 2018

- Taught elementary and middle school students basic programming concepts, assisted with their programming projects and guided their debugging process.

CONFERENCES ATTENDED

The Gabriel E. Gallardo Research, Student Leadership & Advocacy Symposium

2023

CMD-IT/ACM Richard Tapia Celebration of Diversity in Computing Conference

2022

HONORS

McNair Scholar

2023 - Present

WSOS Scholar

2021 - Present

Office of Minority Affairs and Diversity Merit Scholar

2022 - Present

Bava Scholarship

2021 - Present

Dean's Scholar

2021 - Present

President's List

2021 - Present

LEADERSHIP EXPERIENCE

Executive Social Events Coordinator - COM² (Computing Community)

May 2022 - Present

- Led all social event planning and execution for COM², the largest CSE student group at the University of Washington.
- COM² is a fully student-led organization with the mission to create a supportive atmosphere for all within UW CSE. We achieve this by providing professional development resources, hosting department-wide socials, and coordinating mentorship opportunities for our members.
- Planned and led a team of 20 officers to create over 30 social events. More than 500 CSE undergraduates, graduate students, and professors attended our largest event.
- Direct feedback let us know these events have played a key role improving the undergraduate experience by introducing students to undergraduate research, connecting them to internship opportunities, and facilitating friendships.

Associate Officer – Association for Computing Machinery (now COM²)

May 2021 - May 2022

- Planned and executed seven social events throughout the year. Our largest event had 350 attendees. Communicated with 20 team members and managed tasks efficiently.

- Raised funds for organizations, such as Code.org, Black Girls CODE, the U District Food Bank. Was able to raise more than \$1200 on average for our fundraiser efforts.

PERSONAL PROJECTS

Luna

Dec. 2021 - Jan. 2022

- A practical, intuitive 3D graphics engine constructed only using 2D components from the Java Abstract Window Toolkit. This project was written primarily for education purposes to test my knowledge of linear algebra, geometry, and calculus.
- Wrote the renderer and integrated it with 3D scanning software by allowing the engine to load .obj files, one of the most widely used 3D file formats.
- Technologies Used: Java, Java AWT, Java Swing

Delivr

July 2021 - Aug. 2021

- A mapping web app that automates complex route planning while accounting for obstructions. Catered towards equipment rental companies.
- Technologies Used: React JS, MapQuest API

MindHabit

Oct. 2021

- A website made to enrich study habits and improve students' mental health by allowing users to manage tasks, listen to music, and read positive affirmations all in one place.
- Technologies Used: JavaScript, HTML/CSS, SoundCloud API, GfyCat API

Weather

Dec. 2021 - Jan. 2022

- A responsive weather app with a user-friendly UX/UI. Displays current weather, future weather trends, and other pertinent meteorological information.
- Technologies Used: React JS, OpenWeatherMap API