

Brandon McKinzie

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EDUCATION

UC BERKELEY

B.A. IN PHYSICS

MINOR IN COMPUTER SCIENCE

Dec 2016 | Berkeley, CA

GPA: 3.82

STANFORD UNIVERSITY

ARTIFICIAL INTELLIGENCE

GRADUATE CERTIFICATE

Feb 2019 - Present | Stanford, CA

LINKS

Website: mckinziebrandon.me

Github: [mckinziebrandon](https://github.com/mckinziebrandon)

LinkedIn: [mckinziebrandon](https://www.linkedin.com/in/mckinziebrandon)

COURSEWORK

COMPUTER SCIENCE

Artificial Intelligence

Machine Learning

Neural Computation

Quantum Computing

Data Structures & Algorithms

Machine Structures

Interp. & Struct. of Computer Programs

PHYSICS

Advanced Electrical Laboratory

Advanced Experimentation Laboratory

Statistical and Thermal Physics

Particle Physics

MATHEMATICS

Discrete Math & Probability Theory

Advanced Linear Algebra

Differential Equations

Calculus I, II, III

RESEARCH AND WORK EXPERIENCE

NLP ENGINEER - AI RESEARCH & DEVELOPMENT

Cambridge, MA | Forge.AI | Sep 2017 - Sep 2018

- Designed and implemented event extraction models composed of conditional random fields and deep neural networks (C/C++).
- Implemented hierarchical attention networks and optimized for low-latency inference (Python/C++).
- Research on training DNNs on synthetic data while improving generalizability.

MACHINE LEARNING ENGINEER

Cambridge, MA | Agora | May 2017 - Sep 2017

- Lead engineer for Agora's NLP engine, which includes modern deep learning architectures, semi-supervised sentence clustering, and sentiment analysis.
- Full-stack web development with Node, React, and Firebase Realtime Database.

AUTOMATIC GENERATION OF DEEP NEURAL NETWORKS

UC Berkeley | Advised by Prof. Dawn Song | Sep 2016 - Dec 2016

- Implemented support for early-stopping during architecture search process.
- Extended the set of allowed merge operations between network layers.
- Refactored initial codebase to improve stability & scalability.

VIRTUAL TRAINING WITH THE HTC VIVE

MIT Media Laboratory | Living Mobile Group | Summer 2016

- Designed virtual training environments in Unity3D for use with the HTC Vive.
- Implemented support for full-body tracking with personalized avatars.
- Built circuits containing inertial measurement units and bend sensors fed to Arduinos for tracking location, orientation, and geometry of the user.

CLUSTERING ALGORITHM - SPHENIX COLLABORATION

MIT | Heavy-Ion Group | Summer 2016

- Implemented a photon clusterizer (C++) for the sPHENIX collaboration.
- Designed cluster visualization software and user interface.
- Tested clusterizer on simulations within the RCF global computing grid.

EVENT GENERATION & JET FINDING

Berkeley National Lab | Relativistic Nuclear Collisions | Jan 2015 - June 2016

- Built an event-generator (C++) for identifying jets in terabytes of LHC data.
- Primary contributor to design and 3D-printing of Event-Plane Detector (STAR).
- Optimized meson decay cuts in massive datasets on NERSC supercomputers.

LATTICE QUANTUM CHROMODYNAMICS COMPUTING

Brookhaven National Lab | Advised by Dr. Meifeng Lin | Summer 2015

- Analyzed simulated gauge configurations from the BNL supercomputing facility.
- Employed Monte-Carlo sampling, jackknife statistics, and all-mode averaging for high-precision estimates.
- Implemented numerical approximation techniques in C and analyzed simulation outputs with the ROOT data-analysis framework (C++).

COMPUTATIONAL NUCLEAR PHYSICS

UC Davis | Nuclear Physics Group | Aug 2013 - Aug 2014

- Computed 1st systematic uncertainty estimate of Upsilon polarization at CMS.
- Optimized effective signal of Upsilon produced in 2012 p-p STAR dataset.

SKILLS

LANGUAGES

Strong Proficiency:

C/C++ • Python

Working Proficiency:

Java • HTML/CSS • JavaScript

MISCELLANEOUS

Fluent in numpy/pandas/matplotlib

Avid TensorFlow programmer

Advanced BASH scripting

Linux/Vim/L^AT_EX enthusiast

PERSONAL PROJECTS

CONVERSATION MODELS IN TENSORFLOW

Github Link: [DeepChatModels](#)

- User-friendly API for building sequence-to-sequence conversation models.
- Performance-optimized input pipeline and model serialization.
- Models deployed with Flask on Google App Engine.