Redwood City, CA

(Russell) Kenny Jones

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Education

Williams College – Williamstown, MA September 2013 - June 2017

- Bachelor of Arts in Computer Science and English
- GPA: 3.96
- Summa Cum Laude, Phi Beta Kappa, Ward Prize for best CS project, Algorithms TA
- Selected Coursework: Machine Learning, Theory of Computation, Algorithm Design & Analysis, Computational Graphics, Algorithmic Game Theory, Agent Based Systems, Principles of Programming Languages, Computer Organization, Data Structure & Advanced Programming, Statistics, Linear Algebra, Discrete Math, Computer Security

Experience

Software Engineering Intern *Facebook,* Menlo Park, CA, May 2016 – August 2016

- Member of internal team focused on providing tools to facilitate A/B testing
- Developed python script for advanced ad hoc analysis on custom data sets

Software Engineer *Facebook,* Menlo Park, CA, September 2017 – Present

- Focused on increasing the distribution and efficiency of Facebook's charitable giving efforts
- Owned creating and maintaining News Feed ML models specific to fundraising actions
- Made modelling improvements responsible for over 25% of team's top-line growth in H1 of 2018
- Improved accuracy of NLU models that identify posts containing fundraiser creation intent

Projects

Art Generation with Deep Learning (GANGogh) December 2016 – June 2017

- Performed semester of research under professor supervision centered around using Generative Adversarial Networks to create novel pieces of art
- Read and discussed over 50 papers in weekly meetings
- Implemented a modified version of the Wasserstein GAN that included pre-training, global conditioning, and elements of the objective function taken from AC-GAN
- Model produces art in a variety of conditional genres including flower-paintings and landscapes

Music Genre Classification with CNNs November 2016

- Created convolutional neural network that predicts the genre of a song from 30 second snippets
- Developed innovative approach of transforming audio files into Spectrograms, turning music classification into an image classification problem
- Surpassed top literature accuracy benchmarks on GTZAN dataset through implementing voting mechanism on sub-sections of each song sample

Encoding Information Using Recognition Memory June 2015 – August 2015

- Worked closely with professor as a summer research assistant to build an application that encoded sensitive information through only image recognition
- Built experimental version of application used during research trials
- Helped to redesign and generalize back-end encoding scheme

Graphics: Automated Terrain Generation October 2016

- Leveraged fractal Brownian motion and a set of ordered rules in order to render unique, stylized, explorable landscapes in real-time without human intervention

Graphics: Water Simulation November 2016

- Utilized NVidia's particle simulation library alongside real-time rendering techniques in order to present efficient and realistic visualizations of water

Technical Skills

Languages: Python, C++, PHP, Java, SQL
Frameworks: Caffe2, PyTorch, TensorFlow