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Redwood City, CA

**Kenny Jones**  
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## Education

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**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, Principles of Programming Languages, Computer Organization, Data Structure & Advanced Programming, Linear Algebra, Discrete Math

## Experience

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**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

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**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

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**Languages:** Python, C++, PHP, Java, SQL

**Frameworks:** Caffe2, PyTorch, TensorFlow