JORDAN M. WITTE

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Full-stack Engineer

TECHNICAL SKILLS

- Software Engineering, 6 years (Java 2 years, React/Python 2 years, React/Node 2 years)
- Python, 7 years (including machine learning research tools)
- Web API with Flask; JVM + SOAP; GraphQL + Apollo
- Frontend engineering with JS/Typescript, React/Redux
- Relational databases with SQL 4 years, TypeORM
- Test-driven development with Jest, PyTest, JUnit
- Collaborative development with source control and review, Git
- Full-stack architecture and deployment with Nginx, Docker
- CI/CD with GitHub Actions, TravisCI
- Fluency with scientific research papers in AI and machine learning
- Project management: product design, documentation, user research, contributor onboarding

RECENT WORK EXPERIENCE

Oct 2021 - Feb 2023 Ameelio (remote)
ameelio.org
Software Engineer

- Built video and text communication software to serve incarcerated people and families
- Full stack: Typescript/React/Node, GraphQL, Postgres, Docker
- Collaboration with UX designers for hifi implementations
- Intern mentorship

CONTACT: Lance Ivy, Principal Engineer

2019–2021 Code for PDX at Portland, OR
recordsponge.org
Full-stack Engineer, Project Manager (volunteer)

- Built software for criminal record expungement, including online search, parsing, and legal analysis
- Full stack: Python/Flask, Typescript/React/Redux, Postgres, Docker
- Product development with users and domain research (criminal law, public health)
- Collaborative development, organizing volunteers, new contributor on-boarding

CONTACT: Michael Zhang, JD (www.qiu-qiulaw.com)

2021 PAST LIVES, LLC at Portland, OR
Product Engineer

- Developed data models for core business operations
- Designed and deployed core business workflows using Airtable

CONTACT: Brandon Morlock, Founder

GRADUATE STUDENT RESEARCH (2014-2019)

- Developed scene recognition methods combining CNN architectures and structured reasoning
- Applied statistical models for semantic image interpretation
- Teaching Assistantships in Theory of Computation, Machine Learning, Operating Systems, and others

ADVISOR: Melanie Mitchell, Professor at Portland State University

ADDITIONAL WORK EXPERIENCE

2017 DIGIMARC CORPORATION at Beaverton, OR

Machine Learning Researcher

- Developed high-speed visual pattern recognition algorithms
- Neural network model tuning and evaluation
- Model implementations in Keras/TensorFlow

CONTACT: Tony Rodriquez, CTO

2016 LOS ALAMOS NATIONAL LABORATORY at Los Alamos, NM

Student Graduate Researcher

- Built depth-aware sparse neural networks for visual object detection and depth prediction
- Experiments in PetaVision: an open-source, large-scale sparse neural net framework
- Contributed experimental results and open source analysis tools in Python

CONTACT: Garrett Kenyon, LANL Staff Scientist

2015 PERCEPTRONICS SOLUTIONS at Portland, OR

Data Science Researcher

- Developed data mining tools for political and marketing campaign analysis
- Social network modeling using graph structures and algorithms in Java
- Live data collection using 3rd-party Java APIs

CONTACT: Tim Chabuk, Director, Intelligent Information Systems

2012-2014 CITIGROUP Inc. at Buffalo, NY

Java Developer

- Primary developer for multiple projects, including project spec and design
- Multi-process job scheduling using thread libraries and inter-process communication
- Integration with UX teams and existing business workflows
- In-team QA with Unit Testing (JUnit)
- Oracle SQL with Java API

CONTACT: Michael Cooney, Senior Project Manager

RESEARCH PUBLICATIONS

- Quinn, M. H., Conser, E., Witte, J. M., and Mitchell, M. (2018). Semantic image retrieval via active grounding of visual situations. In Proceedings of the 12th International Conference on Semantic Computing. IEEE.
- Rhodes, A. D., Witte, J., Mitchell, M., and Jedynak, B. (2017). Bayesian optimization for refining object proposals**.** In Proceedings of the 7th International Conference on Image Processing Theory, Tools, and Applications (IPTA 2017). IEEE.