

Benjamin Tod Jones

CONTACT INFORMATION	4055 4th Ave NE Unit M Seattle WA, 98105	mobile: (206) 818-3452 e-mail: benjones@cs.washington.edu
EDUCATION	University of Washington , Seattle, WA <i>PhD in Computer Science and Engineering</i>	Expected June 2022
	University of Washington , Seattle, WA <i>Masters of Computer Science and Engineering</i>	March 2018
	Harvey Mudd College , Claremont, CA <i>Bachelor of Science in Computer Science and Mathematics</i>	May 2012
	<i>Bachelor of Science in Physics</i>	May 2012
TEACHING	University of Washington , Seattle, WA <i>Predoctoral Instructor</i>	June 2018 - August 2018
	Instructor for CSE 373: Data Structures and Algorithms	
	University of Washington , Seattle, WA <i>Teaching Assistant</i>	September 2015 – June 2018
	Lectured, taught sections, graded, and prepared course materials for CSE 373: Data Structures and Algorithms, CSE 421: Algorithms, and CSE 457: Computer Graphics.	
	The Claremont Colleges , Claremont, CA <i>Grader and Tutor</i>	August 2009 – December 2011
	Graded and tutored students in computer science and mathematics courses: Graduate Analysis II (Functional Analysis), C++ and Data Structures, Real Analysis I, Introduction to Computer Science, and Real Analysis II.	
PUBLICATIONS	Jones, Benjamin T., Mei, Yuxuan, Gotfrid, Taylor, Zhao, Haisen, Mankof, Jennifer, and Schulz, Adriana. “Computation Design of Knit Templates,” Provisionally Accepted to ACM Transactions on Graphics (TOG), 2020.	
	Jones, Benjamin T. “Human-AI Interaction in Symbolic Problem Solving.” <i>Visual Languages and Human-Centric Computing (VL/HCC)</i> , 2018 IEEE Symposium on. IEEE, 2018.	
	Jones, Benjamin T., and Tanimoto, Steven L. “Searching Over Search Trees for Human-AI Collaboration in Exploratory Problem Solving: A Case Study in Algebra.” <i>Visual Languages and Human-Centric Computing (VL/HCC)</i> , 2018 IEEE Symposium on. IEEE, 2018.	
	B. Jones, A. Adams, A. Nguyen, J.-M. Chang, L. Vese. “Placenta imaging classification: at risk detector (PICARD),” <i>Technical report</i> , UCLA Applied Mathematics Summer REU, 2010.	
	ACM UIST Student Innovation Contest	
	<i>2nd Place Most Creative</i>	October 2011
	Created software for the Microsoft TouchMouse which allows the mouse to be used as a tilt sensor when turned upside down.	
	<i>1st Place Most Useful</i>	October 2009
	Created a predictive typing program for a prototype pressure sensitive keyboard which allows users with limited dexterity to type by mashing the keyboard in the general area of the letters they wish to use.	
PROFESSIONAL EXPERIENCE	PTC , Boston, MA <i>Research Intern at Onshape</i>	June 2020 – February 2021
	Developed a machine learning tool for assembling parametric CAD models using a graph convolutional network for representation learning of BREP models.	

University of Washington, Seattle, WA

Research Assistant in Computational Fabrication

September 2015 – Present

Conducting research on computational design tools for fabrication, with a focus on design space exploration and optimization, advised by Adriana Schulz.

Amazon, Seattle, WA

Research Intern in Core Machine Learning

June 2016 – December 2016

Developed graph partitioning algorithms used in solving record matching problems. Built record matching machine learning pipelines using Apache Spark and Scala. Developed a Spark GraphX graph visualization plug-in for Apache Zeppelin using D3.

University of Washington, Seattle, WA

Research Assistant in Mobile Systems

September 2015 – March 2016

Performed research on applications of mobile-phone based ultrasonic sonar, advised by Shyam Gollakota.

California Institute of Technology Biophotonics Laboratory, Pasadena, CA

Visiting Researcher

October 2014 – May 2015

Worked to extend Fourier Ptychographic Microscopy (FPM) and automated aberration correction to electron microscopy.

Quantcast, San Francisco, CA

Software Engineer in Product Labs and Inference

July 2012 – March 2014

Created Machine learning models to infer the demographics of mobile device users. Developed a web application for cohort analysis using the Play Framework and Apache Cassandra. Modified Cassandra to support co-processor filter predicates. Designed and prototyped new products and features including visualizations, uniques counting, and an interactive querying tool built on Apache Cassandra and Spark.

Microsoft, Bellevue, WA

Software Development Intern in AdCenter

May 2011 – August 2011

Software development intern in Microsoft's AdCenter delivery engine. Wrote map-reduce code for data mining and developed a prototype website for a new feature in AdCenter using ASP.NET.

UCLA Department of Applied Mathematics, Los Angeles, CA

Student Researcher

June 2010 – August 2010

Developed image processing techniques for classifying placental images in order to predict future health risks and start preventative treatments.

PROJECT
EXPERIENCE

Draw Me a Print

November 2017 – December 2017

Built a system which tracks a 3d printing pen through space using a single commercial depth camera (Microsoft Kinect v2) and reconstructs a 3d printable surface based on the pen's traces. Camera audio is used to determine the extrusion state of the pen.

Impact of Interactive Documents on Learning

March 2017 – June 2017

Designed and executed a pilot study to determine the effects of varying levels of interactivity embedded into documents on the reader's understanding of the document's content.

Cecelia

April 2016 – June 2016

Built a web-based graphical frontend for GDB that can apply custom graphical properties to data structures, allowing them to be visualized as they would usually be drawn (e.g red-black trees). The front-end was created using D3 and WebCoLa, the backend GDB integration was built in node.js.

PeaCrow

May 2016 – June 2016

Modified the PeaCoq proof assistant to automatically find completions of proof subgoals and offer them as auto-complete suggestions without impeding the user's natural workflow.

Inverse Kinematics of the Human Hand using Sparse Data

December 2015

Created an inverse kinematic solver capable of determining the entire configuration of a human hand in real time using only five spatial markers. The hand was rendered in Unity and displayed on an Oculus Rift.

Harvey Mudd College Clinic

Artemis Innovation Management LLC

August 2011 – May 2012

Currently designing, building, and testing a microwave wireless power transmission system for space-based solar power.

TECHNICAL SKILLS Computational Optics, Apache Cassandra, Apache Spark, Map Reduce, Data Mining, Image Processing, Classification, Experimental Methods, Mathematical Analysis

PROGRAMMING C, C++, C#, Java, Scala, Python, Mathematica, Matlab, Haskell, Prolog, Scheme, LaTeX.

HONORS, AWARDS AND LEADERSHIP Wissner-Slivka Endowed Graduate Fellowship in Computer Science and Engineering, 2015-2016
Dean's List, Harvey Mudd College, 2009-2011 National Merit Scholar, 2008
Harvey S. Mudd Merit Award, 2008-2012 Frank W. Anderson Scholarship Award, 2008
Robert C. Byrd Scholar, 2008-2012 Valedictorian, Woodinville High School, 2008
Sontag Dorm President, 2010 - 2011 Eagle Scout, Boy Scouts of America, 2007