

Jordan White

(425) 598 6875
Jordanwhite34p@gmail.com

GitHub: <https://github.com/JordanWhite34>
Portfolio: <https://jordanwhite34.github.io/>
LinkedIn: <https://www.linkedin.com/in/jordan-white-page/>

Objective

Aspiring Machine Learning Engineer with a strong background in Electrical and Computer Engineering. Seeking to leverage my experience in software engineering, research, and project-based work to drive innovation in the field of computer vision and deep learning. Known for my exceptional leadership, analytical skills, and ability to work well in cross-functional teams.

Education

University of Washington Seattle, Washington	Graduated: June 2024
Bachelor of Science, Electrical and Computer Engineering	GPA: 3.60

Skills

Programming Languages: Python, R, Java, JavaScript, HTML/CSS, JSON, SQL, Prolog, Bash, C, C++, Verilog
Libraries/Development Tools: SciKit-Learn, TensorFlow, PyTorch, Hugging Face, Keras, OpenCV, Detectron2, Pandas, NumPy, ReactJS, Node.js, Git, GitHub, Docker, GitLab, ECS, LEX
Other: Computer Vision, Linear Algebra, Calculus, Statistics, Regression Testing, Code Reviews, Documentation, NLP
Soft Skills: Leadership, Project Management, Teamwork, Communication, Analytical Thinking

Experience

University of Washington Research Seattle, Washington	
Computer Vision Research Lead	May 2023 – June 2024
<ul style="list-style-type: none">Driving a research project applying deep learning and computer vision to diagnose mental health based on room images.Elevated model accuracy from 60% to 97% through innovative algorithm adjustments, significantly enhancing mental health diagnostic capabilities using SciKit-Learn, torchvision, GitHub, TensorFlow, OpenCV, and Pandas.Authored a research paper detailing the project methodology and outcomes, contributing to academic discourse in computer vision applications.	

Inductor Seattle, Washington	
NLP Software Engineering Intern	June 2022 – September 2022
<ul style="list-style-type: none">Spearheaded the development of 'Headlights', a game utilizing Natural Language Processing (NLP) and Prolog, enhancing player interaction and engagement through advanced language capabilities.Streamlined game data management and automated build updates, reducing deployment cycles by 2 weeks using Amazon ECS and Docker, achieving greater operational efficiency.Designed and executed comprehensive regression testing protocols using CyberDuck, achieving 99% functionality and ensuring robust game performance pre-launch.	

Projects

SIGHT - Systematic Imaging for Ground Human Tracking
Led a team of three in developing a computer vision system using Ultralytics YOLOv8 for real-time detection of lost individuals in wilderness areas from drone footage. Achieved 92% detection accuracy and reduced false positives by 15% through data augmentation, image enhancement, and implementing advanced Non-Maximum Suppression (NMS) techniques on a custom-collected dataset.

Check-In: Room Suitability Analysis for Mental Health
Developed a computer vision system using ResNet50 to assess indoor spaces for their mental health suitability. Analyzed features such as cleanliness and brightness, achieving 96.95% accuracy. Provided actionable insights to enhance living environments, bridging machine learning with environmental psychology.

Multi-Object Tracking System
Developed an advanced multi-object tracking system that achieved a 20% increase in accuracy through innovative use of robust scaling and cost feature matrix integration. Successfully addressed challenges such as occlusions, scale variations, and complex object interactions, enhancing tracking reliability and performance in dynamic environments.