

Matthew Jones

20 Liberty Street, San Francisco, CA 94110, mobile: (415) 309-1439, e-mail: jobs@mhjones.org

OBJECTIVE Obtain a position in a fast-paced and demanding setting, where I can apply my interests, education, and experience in machine learning, natural language processing, and optimization to huge datasets.

PROFESSIONAL EXPERIENCE **Airbnb**, San Francisco, CA **February 2017 – present**

Software Engineer – AI Lab

- Founding member. Recruited three internal transfers and three external hires, worked with leadership and the team to establish research directions and processes.
- Designed and implemented an active-learning label acquisition tool.
- Designed, implemented, and evaluated a neural machine translation system trained on proprietary data, resulting in improved BLEU scores compared to publicly available services.
- Established team standards - built out a template for experimental code, established code review and quality requirements and tools, and encouraged collaboration and a shared research vision.

Stripe, San Francisco, CA **September 2016 – February 2017**

Software Engineer – Product Infrastructure

- Contributed to scaling imports for a large Ruby codebase. Designed and implemented robust profiling system for import-time cost measurements. Integrated the watchman project for accurate file change notifications.
- Left Stripe for the unique opportunity to found Airbnb's AI / ML research efforts.

Pinterest, San Francisco, CA **March 2012 – August 2016**

Software Engineer – GraphQL Prototype

- Lead design and implementation of a prototype GraphQL server by a team of five senior ICs, designed to expose services directly to clients.

Software Engineer / Technical Lead – Monetization

- Lead design and implementation of a v1 ads product (promoted pins). Responsible for auction design, technical aspects of product design, experiment design and analysis, availability and performance goals, and overall ad quality.
- Designed and implemented quality components (CTR prediction models etc.) on an online learning system.
- Designed and implemented an internal high-performance machine learning library (a feature-hashing linear model, similar to Vowpal Wabbit), capable of batch and online learning, model evaluation and calibration.

Software Engineer – Spam

- Researched, implemented and evaluated systems for detecting spam in a large and rapidly growing dataset.
- Implemented internal tools for content moderation.
- Built machine learning models to detect abusive content and fraudulent signups.

Yelp, San Francisco, CA **January 2008 – March 2012**

Software Engineer – Search & Data-Mining, Web Backend and Mobile/iOS

- Contributed to search engine relevancy, infrastructure, and performance, with an emphasis on optimizing results for mobile clients.
- Designed, implemented, and maintained an analytics system for monitoring and exploring search quality and performance.
- Designed, implemented, and maintained all server side code for mobile clients.
- Contributed to the full life-cycle of several releases of Yelp's iPhone application (including the first).

EDUCATION **University of California at Berkeley**, Berkeley, California

Bachelor of Science, Electrical Engineering and Computer Science **August 2004 – May 2008**

- Nation Merit & Alumni Leaders Scholar
- Upper-Division GPA: 3.4
- Upper-Division Courses: CS 162 (Operating Systems), CS 164 (Compilers), CS 170 (Theory - Algorithms), CS 172 (Theory - Complexity), Stat 134 (Probability), CS 174 (Theory - Randomized Algorithms), CS 188 (Artificial Intelligence), EE 190 (Seminar in Sensor Networks)
- Graduate Courses: CS 270 (Theory - Algorithms), CS 281A / Stat 241A (Statistical Machine Learning), CS 294 (Natural Language Processing, now CS 288), CS294 (Seminar in Applied Machine Learning)