

BENJAMIN JONES

Graduate Software Engineer | Backend, Automation and AI Systems

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PROFILE

Graduate software engineer with professional experience across enterprise software, AI and automation, plus a strong interest in backend architecture and reliable production systems. Experienced in turning manual processes into practical automation and in designing, testing and evaluating ML-based systems. Completing a Bachelor of Computing Science at UTS in December 2026.

EXPERIENCE

Graduate Software Engineer | FUJIFILM Data Management Solutions - Mar 2026 to present

Sydney, NSW | Full-time, hybrid

- Contribute to software delivery in an enterprise data-management environment, working within an established engineering team and production-focused development processes.
- Build experience across the software lifecycle, including understanding requirements, implementing changes, testing and supporting maintainable systems.

AI & Automation Engineer | Adiona - Aug 2025 to Mar 2026

Sydney, NSW | Part-time, on-site

- Worked on AI and automation initiatives in a logistics-technology environment, connecting software, data and operational workflows.
- Developed practical experience with AI-enabled systems and the architecture required to integrate automation into real business processes.

Office Assistant | The Pool Centre Sydney - Dec 2021 to Mar 2026

Part-time

- Automated shop-sales calculations and multi-step print routines, reducing approximately three hours of daily manual work to under ten minutes.
- Built daily service-run schedules in Excel and consolidated inventory across the store, warehouse and 20+ service trucks for EOFY stocktake.
- Maintained service data in MYOB with 99% accuracy while handling customer email, phone and direct-debit workflows.

SELECTED PROJECT

TokenMix Latent Reasoning System | UTS Computing Science Capstone - 2026

- Designed and evaluated recurrent latent-compute variants of GPT-2 for carry-balanced arithmetic, comparing answer-only, visible chain-of-thought and latent architectures.
- Built deterministic data generation, training and evaluation workflows; analysed accuracy, latency, carry-vector failures, adaptive routing and longer-width curriculum transfer.
- Achieved 99.25% accuracy on the five-digit curriculum result and documented architecture decisions, limitations and reproducible experimental evidence.

TECHNICAL CAPABILITIES

Programming and data: Python; object-oriented programming; algorithms and data structures; relational and NoSQL data modelling; Excel automation

Engineering: backend and API design; software architecture; automated testing; Git; requirements analysis; technical documentation

AI and systems: PyTorch; transformer models; experiment design; model evaluation; latency/accuracy analysis; AI-assisted development

EDUCATION

Bachelor of Computing Science (Interaction Design) | University of Technology Sydney - Mar 2022 to Dec 2026

Sydney, NSW

- Focus areas include software development, systems design, algorithms, databases, human-computer interaction and applied AI research.