

OBJECTIVE: Summer/Winter 2023 Internship or Research position in CS/ML

SUMMARY

Efficient college student with **proven creative thinking, critical thinking, and problem-solving skills**. Frequently praised as **hard-working** by my peers. Majoring in **Computer Science** with a concentration in **Machine Learning**.



Amaad Martin

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<https://github.com/AmaadMartin>

<amaadmartin.github.io/portfolio>

EDUCATION

Carnegie Mellon University

AUGUST 2021 - MAY 2025 (ANTICIPATED)

- BS Computer Science 2025
- Concentration in Machine Learning

Fair Lawn High School

GPA: 4.3

SEPTEMBER 2017 - JUNE 2021

- Ten AP classes taken in total
- All Honors besides AP classes
- In seven clubs

PROJECTS

doidVerse: Real-Time Evolution Simulator

Summer 2022

- Realtime **Evolution Simulator** built in the **unity** game engine using **C#**.
- Agents are born with randomized **neural networks**, using **adjacency list** implementation, that converge over time due to the laws of **natural selection** (**NEAT algorithm**) to the optimal configuration for survival and reproduction.
- Utilizes **cellular automata** to procedurally generate world.

GameOfEvo: Automata Inspired Evolution Simulator

Summer 2022

- Automata Inspired **Evolution Simulator** written in **Python** using **networkx**, **matplotlib**, **cv2**, and **numpy**.
- Agents are born with randomized **neural networks** and only reproduce the next generation if they meet some arbitrary criteria causing the neural networks to adapt to the criteria.

hthsHacks: AniLarm Rodent Detector

MAY 2020

- Developed **Python** program using **harrcascades**, **OpenCV**, and **arduino** to notify farmers of rodents eating crops.
- Made with group of 4 for the **hthsHacks** Hackathon which took place on May 16, 2020
- Theme of hackathon was solving problems Covid created so we made Anilarm to solve a potential food shortage

SKILLS

PROGRAMMING LANGUAGES

C

C#

Python

Java

SML

LaTeX

TOOLS/Frameworks

Unix Command Line

Git

Unity Game Engine

COURSEWORK

21-259 Calculus in 3-D

07-180 Concepts in AI

21-128 Math Concepts & Proofs

15-122 Principles of Imperative Computation

21-241 Matrices & Linear Transformations

15-150 Principles of Functional Programming

HOBBIES/CLUBS

ColorStack - Operations Chair

CMBMC - Org Collab & Small Events

NSBE

SPIRIT Black Student Organization