

Jeff Martin

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🐙 www.github.com/Jeff-A-Martin

Student of Computer Science seeking a software engineering internship for the summer of 2018.

Education

Worcester Polytechnic Institute

Master of Science in Computer Science, Class of 2019, GPA: 4.00/4.00

Worcester, MA

2017–Present

Worcester Polytechnic Institute

Bachelor of Science in Computer Science, Class of 2019, GPA: 3.98/4.00

Worcester, MA

2015–Present

Minor in Electrical and Computer Engineering

- **Relevant Coursework:** Algorithms, AI, SWE, Machine Learning*, Data Mining*, Secure SWE*, OOD, Database Systems, Numerical Methods of Analysis*.
- **Programming Languages:** Java, C, Scala, Python, SQL, HTML, CSS
- **Software and Systems:** Git, \LaTeX , Linux

Work Experience

MIT Lincoln Laboratory

Cyber Analytics and Decision Systems, Research Intern

Lexington, MA

May 2017–August 2017

- Developed a taxonomy for cyber security data visualization tools by conducting an extensive literature review.
- Implemented analysis features in an existing cyber security data visualization tool using Scala.
- Designed and implemented infrastructure to support the streaming of large time-stamped datasets using Java.

Analog Devices Incorporated

Software Engineer Intern

Wilmington, MA

July 2016–August 2016

- Implemented Bluetooth communication infrastructure to support an internet of things project.
- Designed a custom Bluetooth Low Energy protocol to maximize the rate of data transfer.
- Implemented *server* infrastructure to transmit data from an embedded device using C.
- Implemented *client* infrastructure to receive transmitted data for Android and Linux systems using Java and Python, respectively.

Project Experience

LetterCraze

Software Engineering (CS3733)

WPI

October 2016–December 2016

- Lead a team of 5 to develop a game that integrated aspects from Candy Crush and Scrabble.
- Designed the application using the entity boundary controller pattern.
- Implemented various aspects of the backend including an AI board population algorithm using Java.
- Evaluated the game's correctness by writing JUnit test cases to reach 80% code coverage.

Rubik's Cube Solver

Artificial Intelligence (CS4341)

WPI

August 2016–October 2016

- Designed a novel Rubik's Cube solver that employed the IDA* search algorithm and sub-goal decomposition.
- Implemented the solver with the Manhattan Distance heuristic and multiple decompositions using Java.
- Performed an experiment to measure the performance of each decomposition.
- Refined the solver to be 33% more move-efficient and 93% more time-efficient than an average human solver.

Leadership Experience

Institute of Electrical and Electronics Engineers

Vice President (Current), Webmaster (Current), President, Treasurer, Secretary

WPI

2015–Present

Computer Science Department

Senior Assistant (Tutor)

WPI

August 2016–Present

Residential Services

Residential Advisor

WPI

August 2016–May 2017

**To be completed by May of 2018.*