

Luis Martinez

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EDUCATION

Massachusetts Institute of Technology	Cambridge, MA
<i>Bachelors of Science in Electrical Engineering and Computer Science. GPA: 4.5/5.0</i>	<i>Sep. 2020 - May 2024</i>
<ul style="list-style-type: none">• Currently Taking: PCB Design Class• Relevant Coursework: Introduction to Algorithms, Solid-State Circuits, Digital Systems Lab (FPGA Lab), Fundamentals of Programming, Math for Computer Science, Signal and Processing, Web Lab: A Programming Class and Competition, Circuits and Electronics, Intro to Machine Learning, Computation Structures	
Ronald W. Reagan Doral High School	Doral, FL
<i>Debate Club, National Hispanic Honor Society, Mu Alpha Theta, Chemistry Club. GPA: 4.0/4.0</i>	<i>May 2020</i>

EXPERIENCE

Undergraduate Research Assistant	Jun. 2022 - Nov. 2022
<i>MIT Climate and Sustainability Consortium</i>	<i>Cambridge, MA</i>
<ul style="list-style-type: none">• Assisted in the discovery and characterization of novel materials with advantageous and nonpolluting properties through the use of machine learning algorithms• Constructed simulations in Unity for the molecular dynamics of polymers• Implemented a reinforcement learning architecture for polymer property prediction through the ML-Agents package in Unity	
Undergraduate Research Assistant	Jun. 2021 - Aug. 2021
<i>Transiting Exoplanet Survey Satellite (TESS) @ MIT</i>	<i>Cambridge, MA</i>
<ul style="list-style-type: none">• Helped identify the most promising TESS exoplanet candidates for atmospheric characterization• Worked with Python in the visualization of data obtained from exoplanets	

PROJECTS

Stargazer MIT Web Lab Programming Competition	January 2022
<ul style="list-style-type: none">• Co-developed a browser game that teaches how to find constellations in the sky in an interactive manner• Worked both on the frontend and backend development, using JavaScript (React) HTML/CSS, and MongoDB• Implemented the d3-celestial API developed from the D3.js visualization library to integrate an interactive celestial map	
Audio Transmission via S/PDIF over TOSLINK FPGA Laboratory Course	November 2022
<ul style="list-style-type: none">• Worked with two partners to design an audio communication system that allows transmission of audio data from an SD card to a speaker using a TOSLINK fiber optic cable• Implemented the S/PDIF protocol according to IEC 60958 using SystemVerilog, allowing for the encoding and decoding of audio data• Designed a VGA display for audio files to be selected on a screen	

TECHNICAL SKILLS

Programming Languages/HDL: Java, Python, C++, C#, JavaScript, HTML/CSS, SystemVerilog, Assembly
Frameworks: React, Node.js
Tools: Git, Arduino, Xilinx Vivado, Unity, LaTeX, LTSPice
Libraries: NumPy, Matplotlib, PyTorch
Languages: English, Spanish

HONORS AND AWARDS

Questbridge Finalist	2020
Venezuelan National Math Olympiad Gold Medal	2018
Iranian Geometry Olympiad Intermediate Level Honourable Mention	2018
Olimpiada de Mayo, Second Level Gold Medal	2017