

Diego Martinez

diegomartinez.me | diegom@alumni.cmu.edu | Seattle, WA

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

M.S. in Electrical and Computer Engineering | GPA: 3.76

May 2021

B.S. in Electrical and Computer Engineering | University Honors | GPA: 3.65

May 2020

Skills: Software/API Design, Computer Graphics, Computer Vision, Cloud Computing, Embedded Systems, Web Dev

Tools and Languages: Java, Python, C/C++, Golang, JavaScript, Bash, ARM Assembly, Git, OpenCV, Arduino, RPi

WORK EXPERIENCE

Google, Seattle, WA

August 2021 – Present

Software Engineer – Maps

- Building the most accurate, comprehensive, and useful maps for billions of users across the world, developing beautiful and intuitive product experiences, improving Google's geo data, and plotting a course for the future of mapping.

Google[X], Mountain View, CA

Summer 2020

AI Resident – The Everyday Robot Project

- Researched new robotic grasp representations that used graphical data embeddings in images. Discovered that projecting gripper based on base-vel improved performance on an end-to-end RL grasping policy by 4% on average.

Google[X], Mountain View, CA

Summer 2019

Robotics Software Intern – The Everyday Robot Project

- Developed a Virtual Reality interface to remotely teleoperate robots through human movement. This interface is actively being used to collect data to enable robots to autonomously learn to perform new tasks.

Google, Mountain View, CA

Summer 2018

Software Engineering Intern – Chrome

- Developed a suite of static analyzers for Tricium, an automated code review tool for the Chrome open source project.
- The analyzers run 1,000's reqs/hour and have generated hundreds of automated comments across Chrome dev teams.

Carnegie Mellon University, Pittsburgh, PA

Fall 2018

Teaching Assistant – 17-214: Principles of Software Construction

- Taught concepts of design for complex systems, object-oriented programming, robustness and concurrent software.
- Held recitations, office hours and course-wide exam review sessions for 100+ students.

Microsoft, Redmond, WA

Summer 2017

Explore Intern – Identity

- Spearheaded the technical specification, user experience design and implementation of the cloud-based backup/restore and profile picture updating features on the Microsoft Authenticator Android app.

RECENT PROJECTS

HoyBoard | Daily dashboard featuring agenda, news, emails, to-do lists, now-playing music and weather.

Jul 2021

Scotty3D | Interactive graphics software capable of mesh editing, realistic ray tracing and dynamic animation.

Nov 2020

InFrame | Robotic camera capable of real-time object detection/tracking to follow targets across 3D space.

May 2020

STM32-MC Kernel | Real-time kernel capable of task scheduling, memory protection and synchronization.

Dec 2019