

# Brandon E Martinez

bmarti32@nd.edu | (856)-562-3514 | linkedin.com/in/brandon-emart | github.com/bemndy

## EDUCATION

**BS in Computer Science**, *University of Notre Dame*

Notre Dame, IN

Minor in Engineering Corporate Practice

May 2027

**Relevant Coursework:** Data Structures, Systems Programming, Linear Algebra, Discrete Mathematics, Microeconomics

## EXPERIENCE

**Domer Rover**

Notre Dame, IN

*Autonomous Navigation Engineer*

January 2024

- Developed and deployed **C++** image recognition systems for autonomous navigation using **YOLOv8**, integrating machine learning algorithms on NVIDIA Jetson Nano hardware
- Engineered GNSS and IMU sensor publishing and subscriber nodes in **ROS 2** Humble (Python, serial, rclpy), enabling real-time data streams for autonomous path planning
- Designed and implemented deserialization methods of NMEA protocol GPS sentences for motor board instructions needed for antenna rotation computations and functionality
- Built camera calibration and ArUco marker detection modules in **Python** with **OpenCV** 4.11+ and pose estimation, improving object detection reliability and camera features
- Led hardware setups with Arduino, Raspberry Pi, and GPS/IMU boards, contributing to a **15%** improvement in Search and Rescue evaluation performance
- Coordinated task delegation and documentation across software and hardware teams for recruitment

## PROJECTS

**ND Data Club**

Notre Dame, IN

*P&G Project Member*

August 2024

- Developed scalable sentiment analysis models on 17,000+ real-world product reviews using VADER and RoBERTa classifiers in **Jupyter** Notebooks.
- Applied data preprocessing (pandas, numpy), TF-IDF tokenization, and log transformations to optimize Naive-bayes and Logistic Regression model implementation and performance
- Achieved up to **85%** predictive accuracy, presenting results through custom visualizations built with Matplotlib and Seaborn.

**Personal Portfolio Website**

August 2024

- Built a personal portfolio website using HTML, CSS, and **JavaScript**, later enhanced with **React.js** **native**, SVG animations, GSAP (GreenSock), and ScrollMagic for seamless user interaction

**Cfied Linux Utilities**

February 2025

- Developed a collection of Linux utilities and system tools in C, reimplementing core Unix commands to deepen understanding of systems programming concepts.
- Implemented programs involving file I/O, string manipulation, memory management (heap, stack, dynamic allocation), signal handling, and socket communication.
- Developed shell scripts and Python utilities to automate workflows, applying functional programming techniques, object-oriented design, and beginner-level concurrency (multithreading) concepts.

**Robotic Football Club**

Notre Dame, IN

*Software Team Member*

March 2024

- Programmed and debugged robotic lineman microcontrollers using Python and Arduino IDE.
- Contributed to automation of "pre-snap" robot positioning by implementing controller input scripts and Unix shell scripting.

## TECHNICAL SKILLS

**Languages:** CSS, C/C++, HTML, JavaScript, MATLAB, Python, TypeScript

**Frameworks:** OpenCV, React.js, TailwindCSS, YOLO (Darknet)

**Tools:** Bourne Shell (sh), Docker, Git, Github, JupyterLab, ROS-2, Vim, Unix/Linux, Microsoft Office