

# Christopher Martinez

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## EDUCATION

### Georgia Institute of Technology

Atlanta, GA

*Master of Science in Computer Science*

Expected Dec 2026

Coursework: Operating Systems, Machine Learning, ML for Trading, Game Artificial Intelligence, Computer Networks

### CUNY Hunter College

New York, NY

*Bachelor of Arts in Computer Science*

Aug 2023

Coursework: Software Engineering, Web Development, Database Management, Data Structures & Algorithms

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## EXPERIENCE

### Two Sigma

New York, NY

#### Software Engineering Mentee

Jul 2021 – Aug 2021

- Contributed to **pip**, the open-source Python package manager, through GitHub pull requests and code reviews, fixing uninstall issues and refactoring code to improve reliability.
- Created a **command line (CLI) tool** to map installed source files to origin packages, improving file traceability for dependency issues, and presented a demo to an engineering panel.

### Varsity Tutors | Freelance

New York, NY

#### Computer Science Tutor

Jun 2025 – Present

- Mentor students from elementary school through university in Python, Object Oriented Programming (OOP), data structures, and algorithms using personalized lessons, pair programming, and code reviews.
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## PROJECTS

### MLB Umpire-Batter Analytics API

[GitHub](#)

*Tech Stack: Python, FastAPI, Pandas, NumPy, AWS (Elastic Beanstalk, S3), Parquet*

- Built a data pipeline that processed **10M+ MLB Statcast pitches** into partitioned Parquet files stored in Amazon S3, integrated player history snapshots, and handled missing values from MLB StatsAPI, GUMBO, and Baseball Savant.
- Created **Veteran Presence (VP)**, a tunable 0-100 metric that quantifies a batter's reputation based on service time, career plate appearances, batting average, hits, RBIs, Wins Above Replacement (WAR), All-Star totals, and awards.
- Containerized and deployed a **FastAPI service** on **AWS Elastic Beanstalk** that serves metrics for individual players and full-season players sets, enabling users to create scouting dashboards, analytics pipelines, and bulk datasets.

### Real-Time Multiplayer Drawing Game

[GitHub](#)

*Tech Stack: JavaScript, React, Node.js, Express.js, Socket.IO, MongoDB, HTML Canvas*

- Built a **full-stack multiplayer** drawing and guessing game over **WebSockets** that streams HTML Canvas brush strokes, chat, guesses, and round timers, and updates scores in real time across all clients.
  - Implemented **role-based permissions** and **turn logic**: only the active drawer can emit canvas strokes, guessers are restricted to chat, the host starts rounds and sets timers, and server-side checks prevent multiple drawers.
  - Facilitated **biweekly meetings** with two engineers to track team progress and align project milestones with deadlines while resolving merge conflicts and conducting code reviews.
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## TECHNICAL SKILLS

- Programming Languages:** Python, SQL, C/C++, C#, JavaScript, HTML/CSS
- Frameworks and Libraries:** FastAPI, Pandas, NumPy, React, Express.js, Socket.IO, Node.js, Django, Firebase
- Data and Storage:** MongoDB, PostgreSQL, Parquet
- Tools and Practices:** Agile, OOP, SDLC, REST API design, Docker, AWS (Elastic Beanstalk, S3), Linux