Diego Martinez

diegomartinez.me | diegom@alumni.cmu.edu | Pittsburgh, PA

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

B.S. in Electrical and Computer Engineering | University Honors | **Graduated May 2020**   **GPA:** 3.65/4.00

M.S. in Electrical and Computer Engineering | **Graduating May 2021**   **GPA:** 4.00/4.00

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[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 Team

- 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 Team

- 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   (more at diegomartinez.me)

InFrame – Robotic Photography Assistant *[ECE Undergraduate Capstone]*   **May 2020**

- Implemented a perception pipeline capable of real-time object detection and real-time object tracking on a Jetson Nano.
- Designed the software architecture for a system capable of tracking user-defined targets across 3D space.

Scotty3D Graphics Software Package   **September 2020**

- Interactive computer graphics software capable of mesh editing polygons, realistic ray tracing and dynamic animation.

Vitae – Full Stack Web Application   **December 2020**

- React/Django web app where users can generate custom, modular profiles to showcase their professional experiences.