

Justin L. Martinez

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OBJECTIVE

A full time position or internship in the field of Computer Science or Electrical Engineering, with special interests in software engineering, computer systems, signals, and circuits.

EDUCATION

Massachusetts Institute of Technology - Cambridge, MA

Bachelor of Science, Electrical Engineering and Computer Science - Music Minor, Spanish Conc.

May 2016

GPA: 4.9/5.0

EXPERIENCE

Practice Fusion - San Francisco, CA

June 2015 - Present

Kleiner Perkins Caufield & Byers Engineering Fellow

- Design and prototype an integrated video conferencing platform using Openfire Server and Ember.js
- Develop components in Practice Fusion's custom UI component library to support multimedia file playback
- Collaborate with QA engineers and designers to reliably develop product updates in a rapid release cycle

MIT Information Services and Technology - Boston, MA

Fall 2012 - Present

Residential Computing Consultant and Help Desk Consultant

- Provide in-person computer and networking support and consultation to students in the MIT residence halls
- Provide phone and e-mail computing assistance to MIT faculty, students and staff
- Document instructions for using and troubleshooting MIT computing resources in the MIT Knowledge Base

TechIDEAS - Barcelona, Spain

Summer 2014

Software Engineering Intern

- Created API in Node.js for mobile applications for tracking and computing Geolocalization data and Geofencing
- Developed Arduino prototype for gas quality monitoring circuit for use in public transportation
- Designed web application for visualizing automobile analytics using Automile electronic trip logger and API

Opera of the Future Group, MIT Media Lab

Summer 2013 - Spring 2014

Undergraduate Research Student

- Created new high-frequency timecode for use with streaming media and external application synchronization
- Coded in Python, Javascript, and Node.js to implement this protocol in real-time timecode generator/processor
- Developed Android application for use with live performance of Tod Machover's opera, *Death and the Powers*

Toy Product Design Project

Spring 2013

- Designed and prototyped new toy product idea based on laser tag, called *Lazer Mages*
- Followed product design process of brainstorming, modeling, developing, and prototyping our toy product
- Designed and tested electronics, interfacing Arduino Nano with infrared technology, audio, and EL Wire

Pokerbots Programming Competition

Winter 2013

- Developed bot using Python that analyzed, strategized, and competed in game of poker
- Used basic machine learning techniques to implement betting strategies
- Won 2nd place in 1st/2nd year bracket among 12 teams of other MIT students

COMPUTER SKILLS

- | | | | |
|-----------------------|-------------------|----------|-------------|
| • Python | • Ember.js | • GoLang | • MATLAB |
| • Java | • Node.js/Express | • C/C++ | • Arduino |
| • HTML/CSS/Javascript | • MongoDB | • LaTeX | • Eagle CAD |

EXTRA-CURRICULAR ACTIVITIES

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|---|-------------------------|
| • Member of the MIT Festival Jazz Ensemble, Vibraphone | Fall 2014 - Present |
| • Lead Developer Operations for MakeMIT Hardware Hackathon | Fall 2014 - Spring 2015 |
| • Co-Organizer and Lead Developer for Pokerbots Programming Competition | Fall 2014 - Spring 2015 |
| • MIT Emerson Scholarship in Music for Private Study | Fall 2013 - Spring 2014 |
| • Member of the MIT Symphony Orchestra, Percussion | Fall 2012 - Spring 2014 |