

Martin Chamberlin

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Education

Grinnell College | BA | Computer Science and Studio Art 2019

- Selected Coursework: Agile Software Development, Object-Oriented Design, Imperative Problem Solving, Data Structures, Artificial Intelligence

University of Georgia | MFA 2024

- Tools Used: C++, Python, Robotics, Machine Learning

Experience

Full-Stack Developer | Freelance | New Haven, CT Sep 2024 – Present

- Developed a property-management web-app in Ruby on Rails and JavaScript
- C++ and Arduino design and implementation for a custom infrared remote
- Website design and development in React, Typescript, Tailwind, and Vite

Design Teacher | University of Georgia | Athens, GA Aug 2022 – May 2024

- Designed curriculum and taught 4 semesters of undergrad design classes
- Guided students with through month-long projects with weekly check-ins and design criticism

Software Engineer | Epic Systems | Verona, WI Sep 2019 – Jun 2021

- Developed population health analytics software using C#/.NET, SQL, and Typescript
- Created distributed-system web services to communicate between servers hosting over 100 million patients
- Restructured data index, reducing storage size by 17%, saving \$4 million in costs over 3 years
- Added COVID vaccine data to our database within 3 weeks in early 2020

App Designer | AppDev Grinnell | Grinnell, IA Aug 2018 – May 2019

- Designed an Android radio app, met with stakeholders to develop brand identity

Industrial Design Intern | Schon DSGN | Boston, MA May 2018 – Aug 2018

- Designed in Fusion 360, 3D-printed, and CNC-machined parts

Coding Projects

Statistical Basketball Analyzer 2023 – Present

- Data analyzation Python application for player value in fantasy leagues
- Identified inefficiencies in current ESPN algorithm. Developed my own algorithms to create “market” advantage from scheduling, scoring, and cognitive bias

Art Portfolio 2024

- Built in React.js, Typescript, Tailwind CSS, and shadcn/Radix

Synchronized Robotic Sculpture 2024

- Used C++ and microcontrollers to drive motors for a sculpture installation

Skills

Languages: C# | .NET | Java | C | C++ | Python | Ruby | SQL | M | JavaScript | TypeScript

Tools: Git | Figma | Docker | Google Cloud | Jira | HTML | CSS | React | Tailwind | Rails | Jira