Martin Chamberlin

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martinchamberlin.com
LinkedIn Github

Skills

- C# | .NET | Java | C++ | Python | Ruby | SQL | Javascript | Typescript | Scheme | M | HTML | CSS
- Git | Figma | Sketch | Illustrator | InDesign | Photoshop | Fusion | AutoCAD | Revit | Inventor | Fusion

Projects

Fantasy Basketball Analyzer **September 2023 – Present**

- Python application for analyzing player value in fantasy leagues.
- Identified inefficiencies in current ESPN algorithm. Developed my own algorithms to create "market" advantage from scheduling inefficiency and valuation inefficiency

Synchronized Robotic Sculpture **March 2024**

- Used C++ and ESP32 to drive motors for a balanced sculpture in a gallery show

Grinnell Organic Food Access App **January - May 2019**

- Developed Ruby on Rails web-app for helping food-stamp users to find local farmers and organic food sources

Experience

Software Developer | Epic Systems | Madison, WI **September 2019 – June 2021**

- Developed Cosmos a population health analytics software using C#/.NET, SQL, and M
- Developed distributed system web services to communicate between servers hosting over 100 million patients
- Implemented data restructure, reducing storage size by 17%, saving $4 million in storage costs over 3 years
- Rapidly added COVID vaccine data to our database in early 2020

App Designer | AppDev | Grinnell College **August 2018 – May 2019**

- Designed Android radio app for the Grinnell community
- Collaborated with stakeholders to determine App needs, developed brand identity to match values

Industrial Design Intern | Schon DSGN | Boston, MA **June - August 2018**

- Designed and 3D-modeled bicycle parts in Fusion
- 3D-printed prototype parts, CNC milled final versions from aluminum and titanium

Education

Grinnell College | Bachelor of Arts | **Computer Science and Studio Art** **May 2019**

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

University of Georgia | Masters of Fine Art | **Studio Art** **May 2024**

- Used Python and STYLEGAN 2 on supercomputer server to create a dysfunctional tool catalog
- Designed curriculum and taught 4 semesters of undergrad 3D design classes
- Empowered students to develop creative vision and and problem-solve designs