Julio Martinez

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interests: AI, cognitive and neural systems, embodied intelligence, theory of mind, intuitive physics, probabilistic programs

Education

incoming fall 2021 — **Stanford University**, PhD in Psychology
2016 – 2018 — **Stanford University**, MS in Computational and Mathematical Engineering
2011 – 2016 — **University of California San Diego**, BS (Double Major) in Mathematics and Engineering Sciences

Awards

2021 — Inaugural HAI (Institute for Human-Centered Artificial Intelligence) Graduate Fellowship
2021 — Stanford Enhancing Diversity in Graduate Education Doctoral Fellowship
2016 — National GEM Consortium Fellowship, Sponsored by Adobe
2017 — 1st Place Technical Presentation, National GEM Consortium
2015 — Travel Scholarship, Emerging Researchers National Conference
2015 — Outstanding Research Scholar, UC San Diego Faculty Club
2014 — Summer CAMP Research Grant, National Science Foundation

Experience

june 2019 – present — Technical Associate–Kanwisher Lab, Center for Brains Minds & Machines, MIT
jan 2019 – june 2019 — Machine Learning Intern–Platform Architecture, Apple
june 2018 – sep 2018 — Machine Learning Intern–Platform Architecture, Apple
june 2017 – sep 2017 — Research Intern–Adobe Research, Adobe
june 2016 – sep 2016 — Research Intern–Adobe Research, Adobe
june 2015 – june 2016 — Undergraduate Researcher–Multiagent Robotics Lab, UC San Diego
june 2014 – sep 2014 — Undergraduate Researcher–Computational Mechanics Lab, UC San Diego

Teaching

spring qtr 2017 — Teaching Assistant, *Ordinary Differential Equations* (CME102), Stanford
fall qtr 2016 — Teaching Assistant, *Ordinary Differential Equations* (CME102), Stanford

Publications

Dobs, K., Yuan, J., Martinez, & Kanwisher, N. (2020). *Using deep convolutional neural networks to test possible origins of human face perception abilities*. Under Review. //
Dobs, K., Kell, A., Martinez, J., Cohen, M., & Kanwisher, N. (2020). *Using task-optimized neural networks to understand why brains have specialized processing for faces*. Conference on Computational and Systems Neuroscience (Cosyne). Denver, Colorado, USA.

Skills

programming — Languages: Python, Julia, Swift, Matlab, R, C++
Libraries: Python, TensorFlow, PyTorch, POMDPs.jl, GEN.jl
Environments: Linux/Unix, OSX, Windows
Tools: SLURM, Singularity Containers, GCP, AWS, Unity, ThreeDWorld

languages — English (fluent), Spanish (fluent)

Extracurricular and Service Activities

june 2014 – june 2016 Undergraduate Student Member–SACNAS, UCSD Student Chapter

june 2014 – sep 2015 Chassis Design Team Member–Triton Racing, UCSD Jacobs School of Engineering