Matheus Venturyne Xavier Ferreira

PERSONAL DATA JUNE 27, 2021 Address: 194 Nassau Street, Room 225, Princeton, NJ 08540 mvxf@cs.princeton.edu EMAIL: WEBPAGE: www.cs.princeton.edu/~mvxf/ RESEARCH INTERESTS Algorithm Design, Game Theory, Security **APPOINTMENTS** Harvard University, MA, USA POSTDOCTORAL FELLOW IN COMPUTER SCIENCE Starting Sept 2021 **EDUCATION** Princeton University, NJ, USA Ph.D in Computer Science Sept 2016 - Present Committee: S. Matthew Weinberg (Chair), Arvind Narayanan, David Parkes, Mark Braverman, Ran Raz Honors & Awards: School of Engineering and Applied Sciences Award for Excellence Dec 2020 Sept 2016 - June 2021 Dean's Grant Fellowship in Engineering and Applied Sciences Sept 2016 - June 2017 University of California, San Diego, CA, USA Vising student with a fully funded BSMP Scholarship (GPA: 3.92/4.00) Jan 2014 - Dec 2014 Universidade Federal de Itajuba, Itabira, MG, Brazil B.S. with Honors in Computer Engineering (GPA: 93.3/100) Jan 2011 - July 2016 HONORS AND AWARDS

Tapia Scholarship, Tapia Conference	2020
LATinE Fellow, Purdue University	2020
• 2020 CRA-WP Grad Cohort for URMD, CRA	2020
AGT Mentoring Workshop Grant, ACM	2019
Motion of Applause, Municipal Chamber of Itabira	2016
CNS Espresso Prize for Excellence in Networking, UC San Diego	2014
• 1^{st} place in Line Follower Robot Competition, Unifei	2013

PUBLICATIONS (AUTHORS ARE ORDERED ALPHABETICALLY)

- 1. Matheus V. X. Ferreira and S Matthew Weinberg. Proof-of-stake mining games with perfect randomness. In *Forthcoming in Proceedings of the 22nd ACM Conference on Economics and Computation*, EC '21, New York, NY, USA, 2021. Association for Computing Machinery
- 2. Matheus V. X. Ferreira and S. Matthew Weinberg. Credible, truthful, and two-round (optimal) auctions via cryptographic commitments. In *Proceedings of the 21st ACM Conference on Economics and Computation*, EC '20, pages 683—-712, New York, NY, USA, 2020. Association for Computing Machinery
- 3. Tithi Chattopadhyay, Nick Feamster, Matheus V. X. Ferreira, Danny Yuxing Huang, and S. Matthew Weinberg. Selling a single item with negative externalities. In *The World Wide Web Conference*, WWW '19, pages 196—206, New York, NY, USA, 2019. Association for Computing Machinery

WORKING PAPERS

1. Matheus V. X. Ferreira, Daniel J. Moroz, David C. Parkes, and Mitchell Stern. Dynamic posted-price mechanisms for the blockchain transaction-fee market, 2021

WORK EXPERIENCE & LONG TERM VISITS

Research Experience

 Research Assistant, Harvard University, MA, USA Supervisor: Professor David C. Parkes June - Sept 2020

 Research Assistant, Princeton University, NJ, USA Supervisor: Professor S. Matthew Weinberg June 2017 - Present

• Research Assistant, Universidade Federal de Minas Gerais, MG, Brazil Supervisor: Professor Fernando Afonso Santos Sept 2013 - Feb 2014

• Research Assistant, Universidade Federal de Itajuba, MG, Brazil Supervisor: Professor Carlos Henrique da Silveira July 2011 - Feb 2013

Engineering Experience

 Broadcom Corporation at San Diego, CA, USA Software Development Engineer Intern in Bluetooth/NFC Supervisor: David Hughes June - Sept 2014

SERVICE

Program Committee

- Cryptoeconomic Systems, 2020, 2021.
- Global Challenges in Economics and Computation, 2020.

Reviewing

- ACM EC, 2021.
- USENIX Security Symposium, 2021.
- Games and Economic Behavior, 2020.
- ACM Advances in Financial Technologies (AFT), 2020.
- Innovations of Theoretical Computer Science (ITCS), 2019, 2020.
- Conference on Web and Internet Economics (WINE), 2018, 2019, 2020.

TALKS

Economics and computation in decentralized systems

• Microsoft Research, Redmond, Slides

Mar 2021

Algorithms, game theory and blockchains

• Reading group at ORFE, Princeton University, Slides

Mar 2021

Dynamic Posted-Price Mechanisms for the Blockchain Transaction fee market

• 16th Workshop on the Economics of Networks, Systems and Computation

July 2021

Proof-of-Stake Mining Games with Perfect Randomness Short Talk

• 22nd ACM Conference on Economics and Computation

July 2021

• Princeton Research Day, Princeton University

May 2021

• Theory da	y, Princeton University	April 2021	
Poster, Tapia Conference		Sept 2020	
• Poster, CR	A-WP, Austin, Texas	Mar 2020	
	ful, and Two-Round (Optimal) Auctions via Cryptographic Commort Talk	itments	
• INFORMS	S Virtual 2020 Annual Meeting	Nov 2020	
• Poster, LA	TinE, Purdue University	July 2020	
• 21st ACM	Conference on Economics and Computation	July 2020	
• Princeton	Research Day, Princeton University	May 2020	
 Lightning Talk and Poster, WINE 2019, Columbia University 		Dec 2019	
• Theory of	Computer Science Group, Princeton University	June 2019	
Selling a Single	e Item with Negative Externalities: To Regulate Production or Payn	nents?	
• The Web (Conference, San Francisco	May 2019	
• Poster, 19t	th ACM EC 2018, Cornell University	June 2018	
TEACHING			
Princeton Univ Spring 2020 Spring 2018 Fall 2017	ersity - Teaching Assistant Junior Independent Work (COS 398) Economics and Computation (COS 445) Computation Geometry (COS 451)		
Universidade F 2015 2013	Federal de Itajuba - Teaching Assistant Computer Security Objected-Oriented Programming (ECO 30)		
Undergrad	DUATE STUDENTS MENTORING		
	andina. <i>Princeton University</i> , starting a CS Ph.D. at Caltech orial credible auctions.	June 2020 – Present	
	Yu. Princeton University s in the Algorand blockchain.	June 2020 – Present	
DIVERSITY, I	NCLUSION & OUTREACH		
Mentor, A	lgorithmic Game Theory Mentoring Workshop (AMW), SIGECOM	2020	
Peer Ment	tor, Graduate Scholars Program, Princeton University	2019 – 2021	
• Peer Educ	ator, LGBTQIA Peer Ed Program, Princeton University	2019 - 2020	
• Mentor, P	rinceton Summer Programming Experience, Princeton University	2017	
• Mentor, P	rinceton Women in Computer Science, Princeton University	2016 - 2017	
Software			
	CALIFORNIA, SAN DIEGO		

Vein – Rivers of Blood [Video] (Supervised by Geoff Voelker)

• Developed a distributed, real-time, 3D, multiplayer survival race game of microorganisms in the human body using C++ and DirectX11.

LANGUAGES

PORTUGUESE: Mothertongue

ENGLISH: Fluent

COMPUTER SKILLS

Python, C/C++, Java, Matlab, OpenGL, SQL, JavaScript, OCaml, R, Perl Linux, Windows, Bash, GDB, Git, LaTeX Programming: