Matheus Venturyne Xavier FERREIRA

PERSONAL DATA

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EDUCATION

In Progress	Doctor of Philosophy in COMPUTER SCIENCE, **Princeton University** PhD Advisor: Matthew Weinberg
JULY 2016	B.S. in COMPUTER ENGINEERING at **Universidade Federal de Itajuba**, Itabira, Brazil GPA: 92.8/100
JAN–DEC 2014	Non-degree international student, **University of California, San Diego** GPA: 3.92/4.00

WORK EXPERIENCE

Jun-Sept 2014	Broadcom Corporation at San Diego, California *Software Development Engineer Intern in Bluetooth/NFC Software Team*

RESEARCH PAPERS

- **Selling a Single Item with Negative Externalities: To Regulate Production or Payments?**

  Tithi Chattopadhyay, Nick Feamster, Matheus V. X. Ferreira, Danny Yuxing Huang, S. Matthew Weinberg.

  In Proceedings of The Web Conference 2019.

WORKING PAPERS

- **Interactive Mechanism Design.**

  Matheus Venturyne, S. Matthew Weinberg.

TALKS

October 2017	Gems of TCS reading group, Princeton University **Rational seceret sharing and secure multi-party computation**
March 2018	Mechanism Design reading group, Princeton University **The matroid secretary problem for minor-closed classes and random matroids**
June 2018	Poster Session, 19th ACM EC 2018, Ithaca, NY **Mitigating Insecure Devices, to Regulate Consumers or Manufacturers?**
December 2018	Gems of TCS reading group, Princeton University **Simple $\log\log rank$ competitive algorithm for matroid secretary**

Course Work

Open Problems in Algorithmic Game Theory, Theoretical Machine Learning, Advanced Cryptography, The Probabilistic Method, Advanced Algorithm Design, Probability in High Dimension, Advanced Computer Networks, Automated Reasoning about Software

Teaching Experience

Princeton University

Spring 2018	Economics and Computation (COS 445)
Fall 2017	Computation Geometry (COS 451)
2015	Computer Security
2013	Objected-Oriented Programming (ECO 30)

Software

Jun 2014	University of California, San Diego **Vein – Rivers of Blood** Class Project Supervised by Geoff Voelker

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

Honors and Awards

Sept. 2016	Dean's Grant, Princeton University
Sept. 2016	First Year Fellowship, Princeton University
July 2016	Academic Accolade for best student, Universidade Federal de Itajuba
Dec. 2014	George Varghese Espresso Prize, University of California, San Diego
Jan–Dec 2014	Brazil Scientific Mobility Program, fully-funded scholarship recipient University of California, San Diego
Sept 2013	Fapemig Research Scholarship, LOTMine, Universidade Federal de Minas Gerais, Brazil
Sept 2013	1st Line Follower Robot Competition, Universidade Federal de Itajuba, Brazil
Feb 2012	Fapemig Research Scholarship, Universidade Federal de Itajuba, Brazil

Languages

Portuguese:	Mothertongue
English:	Fluent

Computer Skills

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