# Matheus Venturyne Xavier Ferreira

PERSONAL DATA MAY 3, 2021

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## RESEARCH INTERESTS

I'm broadly interested in Economics and Computation and the interplay of Algorithms, Game Theory, Information Security, Fairness and Policy.

## **EDUCATION**

	Princeton University, Princeton, NJ, USA.	
2021	Ph.D in Computer Science.	
	Advisor: S. Matthew Weinberg.	
2018	M.A. in COMPUTER SCIENCE.	
	Committee: Mark Braverman, Ed. Felten, Ran Raz, Matt Weinberg.	
2020	School of Engineering and Applied Sciences Award for Excellence.	
2016	Dean's Grant (5 years fellowship).	
	First Year Fellowship in Engineering and Applied Sciences.	
	Universidade Federal de Itajuba, Itabira, MG Brazil.	
2016	B.S. in Computer Engineering	GPA: 93.3/100
	Academic Accolade for best student.	
	Congratulations from Higher Counsel.	
2014	VISITING STUDENT at University of California, San Diego	GPA: 3.92/4.00
	BSMP Scholarship from Brazilian Federal Government.	
	CNS Espresso Prize for Excellence in Networking (2014).	
2013	$1^{st}$ place in Line Follower Robot Competition.	

#### HONORS AND AWARDS

Tapia Scholarship, Tapia Conference	Sept 2020
• LATinE Fellow, Purdue University	July 2020
• 2020 CRA-WP Grad Cohort for URMD, CRA	March 2020
AGT Mentoring Workshop Grant, ACM	June 2019
• Motion of Applause, Municipal Chamber of Itabira	May 2016
• Undergraduate Research Fellowship at UFMG , Fapeming	Sept 2013
Undergraduate Research Fellowship at Unifei, Fapeming	Feb 2012

## PUBLICATIONS (AUTHORS ARE ORDERED ALPHABETICALLY)

- 1. 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, page 683712, New York, NY, USA, 2020. Association for Computing Machinery
- 2. 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, page 196206, New York, NY, USA, 2019. Association for Computing Machinery

## WORKING PAPERS (AUTHORS ARE ORDERED ALPHABETICALLY)

- 1. Matheus V. X. Ferreira and S Matthew Weinberg. Proof-of-stake mining games with perfect randomness. *Submitted*, 2021
- 2. 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 Supervisor: Professor David C. Parkes June - Sept 2020

• Research Assistant, Princeton University Supervisor: Professor S. Matthew Weinberg June 2017 – Present

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

• Undergraduate Research Assistant, Universidade Federal de Itajuba Supervisor: Professor Carlos Henrique da Silveira

Jul 2011 – Feb 2013

## **Engineering Experience**

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

## **Consulting Experience**

Offchain Labs

#### **SERVICE**

#### **Program Committee**

- Cryptoeconomic Systems, 2020.
- 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

March 2021

## Algorithms, game theory and blockchains

• Reading group at ORFE, Princeton University, Slides

March 2021

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

Princeton Research Day, Princeton University	May 2021			
Theory day, Princeton University	April 2021			
Poster, Tapia Conference, Virtual Event	Sept 2020			
<ul> <li>Poster, CRA-WP, Austin, Texas</li> </ul>	March 2020			
Credible, Truthful, and Two-Round (Optimal) Auctions via Cryptographic Long Talk, Short Talk	Commitments			
INFORMS Virtual 2020 Annual Meeting	Nov 2020			
Poster, LATinE, Purdue University	July 2020			
ACM Conference on Economics and Computation	July 2020			
Princeton Research Day, Princeton University	May 2020			
<ul> <li>Lightning Talk and Poster, WINE, Columbia University</li> </ul>	December 2019			
Theory of Computer Science Group, Princeton University	June 2019			
Selling a Single Item with Negative Externalities: To Regulate Production or Payments?				
The Web Conference, San Francisco	May 2019			
<ul> <li>Poster, 19th ACM EC 2018, Cornell University</li> </ul>	June 2018			
TEACHING				
Princeton University – Teaching Assistant  Spring 2020   Junior Independent Work (COS 398)  Spring 2018   Economics and Computation (COS 445)  Fall 2017   Computation Geometry (COS 451)  Universidade Federal de Itajuba – Teaching Assistant				
2015 Computer Security 2013 Objected-Oriented Programming (ECO 30)				
Undergraduate Students Mentoring				
Tinashe Handina. <i>Princeton University</i> Combinatorial credible auctions.	Summer 2020 – Present			
Catherine Yu. <i>Princeton University</i> Incentives in the Algorand blockchain.	Summer 2020 – Present			
DIVERSITY, INCLUSION & OUTREACH				
Mentor, Algorithmic Game Theory Mentoring Workshop (AMW), SIGEO	COM 2020			
• Peer Mentor, Graduate Scholars Program, Princeton University	2019 – 2021			
<ul> <li>Peer Educator, LGBTQIA Peer Ed Program, Princeton University</li> </ul>	2019			
Mentor, Princeton Summer Programming Experience, Princeton University	sity 2017			
• Mentor, Princeton Women in Computer Science, Princeton University	2016			
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.

# 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: