

Matheus V. X. Ferreira

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PERSONAL DATA

ADDRESS: 194 Nassau Street, Room 225, Princeton, NJ 08540
PHONE: +1 (609) 933 5270
EMAIL: mvxf@cs.princeton.edu
WEBPAGE: www.cs.princeton.edu/~mvxf/

RESEARCH INTERESTS

I'm broadly interested in Algorithmic Design under Uncertainty and the interplay of Algorithmic Game Theory and Computer Security.

EDUCATION

In Progress	Doctor of Philosophy in COMPUTER SCIENCE, Princeton University Research Advisor: Matthew Weinberg
SEPT 2018	M.A. in COMPUTER SCIENCE, Princeton University GPA: 3.95/4.00
JULY 2016	B.S. in COMPUTER ENGINEERING at Universidade Federal de Itajuba GPA: 92.8/100
JAN-DEC 2014	Non-degree international student, University of California, San Diego GPA: 3.92/4.00

WORK EXPERIENCE

<i>Jun-Sept 2014</i>	Broadcom Corporation at San Diego, California <i>Software Development Engineer Intern in Bluetooth/NFC Software Team</i> Supported the BTE Bluetooth stack, profiles and protocols – software development, debugging and testing. Developed enhancements in Broadcom WICED and Bluetooth tracing and testing tools
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RESEARCH PAPERS

- **Proof-of-Stake Mining Games with Perfect Randomness.** Matheus V. X. Ferreira, and S. Matthew Weinberg.
- **Credible, Truthful, and Bounded-Round Mechanisms via Cryptographic Commitments.** Matheus V. X. Ferreira, and S. Matthew Weinberg.
- **Selling a Single Item with Negative Externalities.** Tithi Chattopadhyay, Matheus V. X. Ferreira, S. Nick Feamster, Danny Yuxing Huang, and Matthew Weinberg. In The World Wide Web Conference (WWW), 2019.

HONORS AND AWARDS

NOV. 2019	2020 Computer Research Association-WP Grad Cohort for URMD
JUNE. 2019	AGT Mentoring Workshop Grant, ACM
SEPT 2016 - JUNE 2021	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, UFMG, Brazil
SEPT 2013	1 st Line Follower Robot Competition, Unifei, Brazil
FEB 2012	Fapemig Research Scholarship, Unifei, Brazil

MANUSCRIPTS

- [Constructive Discrepancy Minimization for Convex Sets](#), joint with Corey Sinnamon, 2019.
- [Make Crypto Great Again](#), joint with Malte Möser, 2016.
- [Dolphin: Dataplane Load-balancing in Programmable Hybrid Networks](#), joint with Andrew Or and Chaitanya Aluru, 2016.
- [Automatic Offloading of Java Applications](#), 2016.
- [Caracterização de descontinuidade de fitas em favor de helices em estruturas proteicas toda-beta](#), 2013.

TALKS

Proof-of-Stake Mining Games with Perfect Randomness

- Poster Session, CRA-WP, Austin, Texas March 2020

Credible, Truthful, and Bounded-Round Mechanisms via Cryptographic Commitments

- [Princeton University Research Day](#) May 2020
- WINE, Columbia University 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
- Poster Session, 19th ACM EC 2018, Ithaca, NY June 2018
- Mechanism Design Seminar, Princeton University June 2017

The matroid secretary problem for minor-closed classes and random matroids

- Mechanism Design Seminar, Princeton University March 2018

Simple log log *rank* competitive algorithm for matroid secretary

- Gems of TCS, Princeton University December 2018

Rational secret sharing and secure multi-party computation

- Gems of TCS, Princeton University October 2017

SOFTWARE

Jun 2014	UNIVERSITY OF CALIFORNIA, SAN DIEGO
	Vein – Rivers of Blood Class Project Supervised by Geoff Voelker
	<ul style="list-style-type: none">• Developed a distributed, real-time, 3D, multiplayer survival race game of microorganisms in the human body using C++ and DirectX11.

COURSE WORK

Open Problems in Algorithmic Game Theory, Analytic Methods in TCS, Theoretical Machine Learning, Advanced Cryptography, The Probabilistic Method, Advanced Algorithm Design, Probability in High Dimension, Information Theory and Applications, Advanced Computer Networks, Automated Reasoning about Software.

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)

SERVICE

Journal Reviewer

- [Cryptoeconomic Systems](#) (Spring 2020).
- [Games and Economic Behavior](#) (2019 to Present).

Invited External Reviewing

- Innovations of Theoretical Computer Science (ITCS) 2019, 2020.
- Conference on Web and Internet Economics (WINE) 2018, 2019.

DIVERSITY, INCLUSION & OUTREACH

- Peer Mentor, [Graduate Scholars Program](#), Princeton University, 2019.
- Peer Educator, [LGBTQIA Peer Ed Program](#), Princeton University, 2019.
- Mentor, [Princeton Summer Programming Experience](#), Princeton University, 2017
- Mentor, [Princeton Women in Computer Science](#), Princeton University, 2016

LANGUAGES

PORTUGUESE:	Mothertongue
ENGLISH:	Fluent

COMPUTER SKILLS

Programming: Python, C/C++, Java, Matlab, OpenGL, SQL, JavaScript, OCaml, R, Perl
Others: LINUX, Windows, Bash, GDB, Git, ~~TEX~~