Matheus Venturyne Xavier Ferreira

Personal Data February 18, 2022

ADDRESS: Science and Engineering Complex, 150 Western Ave, Boston, MA 02134

EMAIL: matheus@seas.harvard.edu

WEBPAGE: https://www.cs.princeton.edu/~mvxf/

RESEARCH INTERESTS

Security, Applied Cryptography, Algorithmic Game Theory

EDUCATION

Princeton University, NJ, USA

Ph.D in Computer Science

Sept 2016 - Dec 2021

Thesis: Economics and Computation in Decentralized Systems; advised by S. Matthew Weinberg

University of California, San Diego, CA, USA

Exchange student fully funded by a BSMP Fellowship (GPA: 3.92/4.00)

Jan 2014 - Dec 2014

Universidade Federal de Itajubá, Itabira, MG, Brazil

B.S. with Honors in COMPUTER ENGINEERING (GPA: 93.3/100)

Jan 2011 - July 2016

WORK EXPERIENCE

Harvard University, Cambridge, MA, USA

POSTDOCTORAL FELLOW IN COMPUTER SCIENCE

Sept 2021 - Present

RESEARCH ASSISTANT

June 2020 - Oct 2020

Broadcom Corporation, San Diego, CA, USA

SOFTWARE DEVELOPMENT ENGINEER INTERN IN BLUETOOTH/NFC

June 2014 - Sept 2014

SELECTED HONORS AND AWARDS

• SEAS Award for Excellence, Princeton University

Dec 2020

• LATinE Fellow, Purdue University

July 2020

• Dean's Grant, Princeton University

2016 - 2021

• First Year Fellowship in Engineering, Princeton University

Sept. 2016 - June 2017

• Congratulations from Higher Counsel, Universidade Federal de Itajubá

June 2016

• Motion of Applause, Municipal Chamber of Itabira

2016

• CNS Espresso Prize for Excellence in Networking, University of California, San Diego

2014

• 1st place in 2nd Line Follower Robot Competition, Universidade Federal de Itajubá [Video]

2013

PUBLICATIONS

- 1. Meryem Essaidi, Matheus V. X. Ferreira, and S. Matthew Weinberg. Credible, Strategyproof, Optimal, and Bounded Expected-Round Single-Item Auctions for All Distributions. In *13th Innovations in Theoretical Computer Science Conference (ITCS 2022)*, pages 66:1–66:19, Dagstuhl, Germany, 2022. Schloss Dagstuhl Leibniz-Zentrum für Informatik
- 2. Matheus V. X. Ferreira, Daniel J. Moroz, David C. Parkes, and Mitchell Stern. Dynamic posted-price mechanisms for the blockchain transaction-fee market. In *Proceedings of the 3rd ACM conference on Advances in Financial Technologies*, AFT '21, New York, NY, USA, 2021. Association for Computing Machinery

- 3. Matheus V. X. Ferreira and S. Matthew Weinberg. Proof-of-stake mining games with perfect randomness. In *Proceedings of the 22nd ACM Conference on Economics and Computation*, EC '21, page 433–453, New York, NY, USA, 2021. Association for Computing Machinery
- 4. 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
- 5. 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

SELECTED TALKS

| Dynamic Posted-Price Mechanisms for the Blockchain Transaction fee market | |
|--|------------|
| • 3rd ACM conference on Advances in Financial Technologies [Slides] | Sept 2021 |
| • 16th Workshop on the Economics of Networks, Systems and Computation | July 2021 |
| Proof-of-Stake Mining Games with Perfect Randomness | |
| Harvard Theory of Computation Seminar | Feb 2022 |
| • Spotlights Beyond WINE, The 17th Conference on Web and Internet Economics | Dec 2021 |
| • 22nd ACM Conference on Economics and Computation [Video] [Slides] | July 2021 |
| Princeton University Research Day [Video] | May 2021 |
| Princeton Theory of Computation Day | April 2021 |
| Economics and computation in decentralized systems | |
| Microsoft Research, Algorithms Group, Redmond | Mar 2021 |
| Credible, Truthful, and Two-Round (Optimal) Auctions via Cryptographic Commitments | |
| INFORMS Annual Meeting | Nov 2020 |
| • 21st ACM conference on Economics and Computation [Video] | July 2020 |
| Princeton University Research Day, [Video] [Slides] | May 2020 |
| Lightning Talk and Poster, WINE 2019, Columbia University | Dec 2019 |
| Princeton Theory of Computation Day | June 2019 |
| | |

SERVICE

Program Committee. International Conference on Mathematical Research for Blockchain Economy (2022), Journal of Cryptoeconomic Systems (2020, 2021), Global Challenges in Economics and Computation (2020). **Referee.** STOC (2022), SODA (2022), ACM EC (2021), USENIX Security Symposium (2021), Games and Economic Behavior (2020), AFT (2020), ITCS (2019, 2020), WINE (2018, 2019, 2020).

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> , now Ph.D. student at Caltech | June 2020 – May 2021 |
|---|---|-------------------------|
| | A Random walk in Extensive Form Games: An Investigation into information | ion, strategy-proofness |
| | and Credibility. | |

| • Catherine Yu. <i>Princeton University</i> Incentives in the Algorand blockchain. | June 2020 – Present |
|--|---------------------|
| • Michelle Woo. Princeton University | Fall 2020 – Present |

Sept 2021 - Present

DIVERSITY, INCLUSION & OUTREACH

• Anthony Hein. Princeton University

| Mentor, Algorithmic Game Theory Mentoring Workshop (AMW), SIGECOM | 2020 - 2021 |
|---|-------------|
| Peer Mentor, Graduate Scholars Program, Princeton University | 2019 - 2021 |
| Peer Educator, LGBTQIA Peer Ed Program, Princeton University | 2019 - 2020 |
| Mentor, Princeton Summer Programming Experience, Princeton University | 2017 |
| Mentor, Princeton Women in Computer Science, Princeton University | 2016 - 2017 |

SOFTWARE

Vein: Rivers of Blood [Video]: A distributed, real-time, 3D, multiplayer survival race game of microorganisms in the human body using C++ and DirectX11. My contributions focused on physics simulation, artificial intelligence and developing the game engine.

Caminhos Drummondianos [Google Play]: Android app for a tour in the Drummond's Path in the city of Itabira, the only literary path in South America. Drummond is considered one of the greatest Brazilian poet of all times.

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, LATEX