Matheus Venturyne Xavier Ferreira

PERSONAL DATA

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EDUCATION

In Progress Doctor of Philosophy in Computer Science, Princeton University

PhD Advisor: S. 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 visiting 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

- Proof-of-Stake Mining Games. 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

TEACHING EXPERIENCE

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)

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.

SERVICE

Journal Reviewer

• 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: C/C++, Python, Java, Matlab, OpenGL, SQL, JavaScript

Others: LINUX, Windows, Bash, GDB, Git, LTFX