MATTHEW J. MARTIN

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EDUCATION

Colby College, Waterville, ME Bachelor of Arts, May 2018

Majors: Government and Computer Science

Minor: Mathematics

Honors: Cum Laude, Distinction in Computer Science,

Dean's List: Fall 2014, Fall & Spring 2015, Fall & Spring 2017

Advisors: Walter Hatch, Government and Bruce Maxwell, Computer Science

Research Experience

Political Science Research

Case Study: Internet Voting in Estonia, Sole Researcher

2018

GPA: 3.83/4.00

- Investigated the strengths and weaknesses of Estonia's Internet voting infrastructure.
- Determined the primary factors that contributed to the success of Internet voting in Estonia, and examined how they might be applied to other countries.

Election Cybersecurity in the United States, Sole Researcher

2017

- Conducted a detailed analysis of the security of voting technology in the United States.
- Identified the major shortcomings of voting machines and voter registration systems, and provided recommendations for addressing them.
- Resulted in a paper and oral presentation.

Computer Science Research & Projects

Multi-floor Wheeled Robot, Co-Developer

2017

- Wrote the software to control a wheeled robot that could access multiple floors of a building by finding an elevator with the help of a person.
- The process involved human-robot interaction, face recognition, color following, and line detection to achieve its goal.

Bantam Java Compiler and Optimizer, Team Member

2017

• A compiler and optimizer written from scratch for compiling a subset of the Java language, called Bantam Java

Augmented Reality Chess, Sole Developer

2017

• An AR chess game written in C++ that allows two users to play the game by physically selecting and moving virtual pieces while the entire board and pieces are projected digitally on to a video stream.

Better Predictors for Issue Lifetime, Lead Researcher

2016

• Developed a simpler and more accurate method of predicting issue lifetime in software projects than the current state of the art using machine learning optimizations and careful feature selection.

• A robot made to accomplish a few tasks involving following lines taped on the floor, implemented in Python.

Coin Counter, Co-Developer

2016

• A Matlab program that takes in an image of several small objects (including coins) on a tabletop, segments and classifies each object in the scene, and outputs the total amount of money present.

Colby College Computer Science Department Website, Co-Developer

2016

- Redesigned and now maintaining the official department website for Colby CS: cs.colby.edu.
- Rebuilt the site from scratch, and it is now accessed by every computer science student at Colby on a daily basis.

EMPLOYMENT

Software Developer Engineer II, Amazon

September 2018 - present

- Worked on a team responsible for creating a virtual model of every item that Amazon sells.
- Mentored interns and new hires, wrote technical design documents, and implemented core components of this new 'virtual item model' software architecture.

Software Development Engineering Intern, Amazon

May - August 2017

• Worked with experienced engineers developing Amazon's "vision tunnels" image processing algorithm for sorting packages.

Undergraduate Researcher, North Carolina State University

May - August 2016

• Worked with Dr. Tim Menzies researching hypotheses from industrial partners, mainly focusing on the "Better Predictors for Issue Lifetime" project.

Teaching Assistant, Colby College Computer Science Department February 2015 - May 2018

• Assisted students with their computer science projects during and outside of class.

CODING SKILLS

ORGANIZATIONS

Member, Seattle Bike Brigade	2020 - present
Member, Amazon Employees for Climate Justice	2019 - present
Member, Colby College, Women in Math and Computer Science	2016 - 2018
Member, Colby Hackers	2015 - 2018
Member, Colby College Class Council	2015 - 2018
Member, Colby College Ultimate Frisbee	2017 - 2018
Member, Colby College Men's Tennis	2014 - 2017