

Matthew Todd

Availability: January 2019 - August 2019

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Education

Class of 2022	Northeastern University Boston, MA BS IN COMPUTER SCIENCE AND PHYSICS FILM PRODUCTION AND MATH MINORS Coursework: Object Oriented Design, Algorithms, Logic and Computation, Modern Physics, Differential Equations and Linear Algebra <i>Involvement: NUHacks, Elite Heat (Secretary), RIVeR Lab</i>	GPA: 3.65/4.0
Class of 2017	Ward Melville High School East Setauket, NY	

Skills

Programming:	Java, Python, HTML CSS, Racket, JavaScript
Technologies:	Git, Adobe Photoshop, Adobe Premiere, Microsoft Office
Concepts:	CISCO Networking, Machine Learning (TensorFlow), Robot Operating System

Experience

September 2018 - Present	Robotics and Intelligent Vehicles Research Laboratory <i>World Robot Summit and RoboCup Researcher</i>	Boston, MA
	<ul style="list-style-type: none">• Experience with Robot Operating System environment in Ubuntu, working on speech processing via Python scripting.• Moving towards Deep Learning and Natural Language Processing in the future.	
June 2018 – August 2018	Yonsei University <i>Center for Nano-Wear Research Intern</i>	Seoul, South Korea
	<ul style="list-style-type: none">• Learned to use tribotesters, SEM, and analyze material wear.• Worked with a team of two other interns to CAD parts (SolidWorks) to augment tribotesters to perform two new methods of testing wear.• Proposed and pretested a micro triboelectric generator project.	
June 2017 – September 2017	Three Village Central School District <i>Informational Technology Intern</i>	Stony Brook, NY
	<ul style="list-style-type: none">• Assisted current IT technicians in troubleshooting and responding to networking issues throughout the school district.	

Achievements

March 2018	Northeastern University <i>NUWireless Hackathon - Coolest Algorithm</i> github.com/matttodd/Kpop-Hackathon	Boston, MA
	<ul style="list-style-type: none">• Project titled “Kpop Machine Learning” would take in lyrics to a Korean song and return the artist who wrote the song. On a small training set of < 100 songs, the program yielded > 70% accuracy.	

Interests

Robotics, Machine Learning, Virtual Reality, Obstacle Course Racing, Filmmaking, Storytelling, Esports