

Matthew Todd

Availability: January 2019 - August 2019

22 Dogwood Road, Stony Brook, NY 11790 | Phone 631-339-3104 | Email: todd.m@husky.neu.edu
github.com/matttodd | matttodd.tk | linkedin.com/in/matttodd6

Education

Class of 2022	Northeastern University Boston, MA	GPA: 3.65/4.0
	BS in Computer Science and Physics	
	Minors in Film Production and Math	
	<i>Coursework:</i> Object Oriented Design, Algorithms, Logic and Computation, Modern Physics, Differential Equations and Linear Algebra	
	<i>Involvement:</i> NUHacks, Elite Heat (Secretary), RIVeR Lab	

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 Boston, MA <i>World Robot Summit and RoboCup Researcher</i> <ul style="list-style-type: none">• Enabling Deep Learning and Natural Language Processing.• Overhauling hotword detection utilizing a Robot Operating System environment in Ubuntu.• Streamlined speech processing using GSpeech within python scripts.
June 2018 – August 2018	Yonsei University Seoul, South Korea <i>Center for Nano-Wear Research Intern</i> <ul style="list-style-type: none">• Explored tribotesters, SEM, and analysis of material wear.• Collaborated with a team of two other interns to CAD (SolidWorks) and assemble parts to augment tribotesters to perform two new methods of testing wear.• Spearheaded through pretested a micro triboelectric generator project.
June 2017 – September 2017	Three Village Central School District Stony Brook, NY <i>Informational Technology Intern</i> <ul style="list-style-type: none">• Resolved network issues throughout a 9 building school district.• Maintained and updated network infrastructure alongside full-time IT technicians in preparation for the school year.

Achievements

March 2018	Northeastern University Boston, MA <i>NUWireless Hackathon - Coolest Algorithm</i> <i>github.com/matttodd/Kpop-Hackathon</i> <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.
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Interests

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