

# Mirayda Martinez

www.miraydamartinez.com | mmartin4@swarthmore.edu | 832.293.7861

## EDUCATION

### SWARTHMORE COLLEGE BS IN COMPUTER SCIENCE AND ECONOMICS

May 2020 | Swarthmore, PA  
GPA: 3.45 / 4.0

## COURSEWORK

### UNDERGRADUATE

Introduction to Computer Systems\*  
Data Structures and Algorithms\*  
Natural Language Processing  
Software Engineering  
Artificial Intelligence  
Algorithms  
Multivariable Calculus  
Linear Algebra

\*Teaching Assistant

## SKILLS

### PROGRAMMING

Confident  
Python • C# • C++ • C  
Familiar  
JavaScript • CSS/HTML •  
LaTeX • SQL • Java

### TOOLS

Keras/TensorFlow •  
Mercurial Version Control •  
Unity

### LANGUAGES

Fluent  
English • Spanish  
Conversational  
French

## AWARDS

### 2017

Swarthmore Future Entrepreneurs Program  
Fellow  
Anita Borg: Grace Hopper Scholarship  
Recipient

## EXPERIENCE

### FACEBOOK | SOFTWARE ENGINEER INTERN

May 2019 - Aug 2019 | Menlo Park, CA

- Work on the Ads Precompute team in a group of 5 people and collaborate with various software developers

### CODECADEMY | PROJECT REVIEWER & ADVISOR

July 2018 - Present | Philadelphia, PA

- Provide 1:1 technical assistant to 300+ students in various programming languages including Python, HTML/CSS, JavaScript, and SQL
- Review Capstone projects submitted by students and provide clear, actionable feedback to meet code specifications

### SWARTHMORE ECONOMICS DEPARTMENT | RESEARCH ASSISTANT

May 2018 - Feb 2019 | Swarthmore, PA

- Co-authored a literature review on the role of kinship groups in cross-border trade, under the guidance of Professor Stephen Golub

### SOCIALLADDER | MOBILE MARKETING INTERN

May 2017 - Aug 2017 | Philadelphia, PA

- Spearheaded the development of a live demo of the SocialLadder app to showcase to potential clients
- Boosted ticket sales by approximately 130% by interpreting sales data and directly interacting with top social influencers

## PROJECTS

### CATAN-GO | GAME DEVELOPER

April 2019 | Swarthmore, PA

- Developed a 3D digital version of the board game, Settlers of Catan
- Worked with C#, Visual Studio 2017, Unity

### REFLECT | FRONT-END DEVELOPER

April 2017 | Swarthmore, PA

- Collaborated with three upperclassmen to launch an early version of a Google Chrome Extension for on-the-go journalists

## GROUPS

### SWARTHMORE STUDENT BUDGET COMMITTEE | HEAD MANAGER

Jan 2017 - Jan 2018 | Swarthmore, PA

- Managed ~\$600,000 in Student Activity Fees and oversaw recordings of reimbursements and service payments for over 150+ campus groups
- Collaborated with the SBC Chair to launch a new initiative aimed at providing students with subsidized passes for SEPTA transportation into Philadelphia
- Maximized budget spending by advising groups on alternative sources of funding, minimized 2017 costs by 24.83%