

# Miguel Martin

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**GitHub:** github.com/miguelmartin75  
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## Experience

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**Microsoft** **microsoft.com**  
*Software Engineer Intern* *Nov 27th 2018 - Feb 17th 2018*

Key Responsibilities:

- Maintain existing system and migrate to migrate server-less architecture using Azure Functions (C#)
- Develop new Machine Learning model for system (Python, Keras)
- Create visualisation tool to aid product using web technologies (NodeJS, jQuery)
- Communicate with other teams about product

**Media Intelligence Co.** **mediaintelligence.co**  
*Startup* *Jan 2017 - Sep 2017*

Key Responsibilities:

- Lead developer for AI team, using Machine Learning and Computer Vision
- Developed Eye Gaze Tracking system used for research-based project
- Researched potential solutions and evaluate each given quantity of data and time restrictions
- Provided guidance for feasibility and limitations of future projects

**Jemsoft** **jemsoft.co**  
*Startup* *Feb 2016 - Jan 2017*

Key Responsibilities:

- Implemented underlying Computer Vision/Machine Learning algorithms in Monocular API, e.g. CNNs, face recognition
- Generalised specific problems to be added to Monocular API
- Used Modern C++ (C++14)

**anax** **github.com/miguelmartin75/anax**  
*Personal Project* *2013 - Early 2016*

A cross-platform open source entity system written in C++11.

- Written in my spare time to learn modern C++ and for personal interest
- Used by the game development community; over 250 stars on GitHub

## Education

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**University of Adelaide** **GPA: 6.75/7.0**  
*Bachelor of Computer Science (Honours)* *2017 - Present*  
Expected graduation: July 2019

**University of Adelaide** **GPA: 6.167/7.0**  
*Bachelor of Computer Science (Advanced)* *2014 - December 2016*

## Achievements

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- Received University of Adelaide Principals' Scholarship in 2014
- 2nd place for ACM Western Division contest held at Flinders University in October 2016 (*competitive programming*)

## Technical Knowledge and Interests

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**Languages:** C++, Java, C#, C, Python, Objective-C, Rust

**Computer Vision and Machine Learning** Great interest in Machine Learning, overlapping with Computer Vision. Received **HD** in Computer Vision course. Familiar sub-topics:

- Supervised and Unsupervised learning
- Feature selection and dimension reduction
- Deep Learning and sub-topics (e.g. convolutional neural networks, transfer learning)
- Regression and classification
- Deep learning frameworks: Caffe and Keras

**Competitive Programming:** Committee member at the Adelaide Competitive Programming Club. Interested in Competitive Programming to constantly improve my programming and problem solving skill set.

**Compilers and Interpreters:** Crafted toy interpreter in grade 12 for research project due to interest.

**Game Development and Graphics:** Interested in computer graphics and game development due to this being the reason I started to program.