

# ADAM MARTINEZ

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## EDUCATION

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### University of California, Santa Cruz

- Bachelors of Science (B. S) - Computer Science
- GPA: 3.6
- Expected Graduation: June 2026
- Relevant Courses: Computer Systems and C Programming, Introduction to Machine Learning, Data Structures and Algorithms, Analysis of Algorithms, Computer Architecture, Computer System Design, Artificial Intelligence, Software Development

## SKILLS

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- Languages: Python, C, JavaScript, TypeScript, C#, HTML, CSS, Sass
- Technologies: ReactJS, NodeJS, MySQL, Ubuntu, Linux, Firestore
- Tools: Git, Visual Studio, VS Code, Shell, npm, Webpack

## EXPERIENCE

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### Research Assistant - Artificial Intelligence Explainability Accountability Lab (AIEA) @ UCSC

**MAR 2020 — Present**

- Conducted research on reinforcement learning for autonomous vehicles (AVs)
- Leveraged graphical hardware to perform experiments in simulated environments
- Designed and built neural networks, tuned environments and reward functions, and devised training algorithms.
- Worked on a team of fellow researchers to assess the performance and effectiveness of various reinforcement learning algorithms for self-driving cars, presenting our research at an esteemed engineering symposium.

### Compendium (Full Stack Developer & Database Administrator)

**AUG 2023 — DEC 2023**

- Built a comprehensive note-taking web application for books and literary works to help fellow students take more effective notes and retain knowledge through continuous engagement with texts.
- Devised a secure database infrastructure to keep user data safe and optimize data recovery and retrieval.
- Designed a clean, purposeful user experience, streamlining the process of entry creation and data submission/retrieval to minimize user overhead.

### PinPoint (Project Owner & Full Stack Developer)

**MAR 2025 — JUN 2025**

- Designed and built a mobile app for tracking UCSC campus enforcement bodies
- Assisted students by preventing the accumulation parking fines, keeping students aware of the movement of campus police and immigration enforcement.
- Lead a team of four other student developers to build the project, observed Agile methodology best practices and leveraged Scrum to optimize productivity
- Built an app for social good, prioritizing the needs, concerns, and safety of fellow students

## ORGANIZATIONS

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### Instruction Lead - Association of Computing Machinery (ACM)

**MAR 2025 — Present**

- Create presentations and workshops to teach fellow students about tools, technologies, and advancements in computer science and engineering.
- Uplifted campus community through knowledge sharing and mentorship.

### Lead Programmer and Control Systems Engineer - FIRST Robotics Team 702

**MAR 2020 — JUL 2021**

- Lead the Programming and Control Systems sub-team for a competitive robotics team.
- Developed remote control and autonomous systems for use in and out of competition.
- Designed, configured, and experimented with the electrical systems present on our robots.

### Chapter Member - Society of Hispanic Professional Engineers (SHPE)

**SEP 2024 — Present**

- Regularly participated in strategy and outreach meetings, constantly seeking to involve more like-minded students in organization activities.
- Communicated and collaborated with fellow hispanic engineers and students to develop skills and projects.
- Assisted in curating an inclusive, supportive environment for hispanic engineers of different backgrounds and skill sets.