

# Matheus Venturyne Xavier FERREIRA

## PERSONAL DATA

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## EDUCATION

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In Progress Doctor of Philosophy in COMPUTER SCIENCE, **Princeton University**  
PhD Advisor: Matthew Weinberg

JULY 2016 B.S. in COMPUTER ENGINEERING at **Universidade Federal de Itajuba**, Itabira, Brazil  
GPA: 92.8/100

JAN-DEC 2014 Non-degree international student, **University of California, San Diego**  
GPA: 3.92/4.00

## WORK EXPERIENCE

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*Jun-Sept 2014* | Broadcom Corporation at San Diego, California  
*Software Development Engineer Intern in Bluetooth/NFC Software Team*

## RESEARCH PAPERS

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- **Selling a Single Item with Negative Externalities: To Regulate Production or Payments?**

Tithi Chattopadhyay, Nick Feamster, Danny Yuxing Huang, Matheus Venturyne, S. Matthew Weinberg.

To Appear in the Proceedings of The Web Conference (WWW2019).

## WORKING PAPERS

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- **Interactive Mechanism Design.**

Matheus Venturyne, S. Matthew Weinberg.

## TALKS

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October 2017 | Gems of TCS reading group, Princeton University

**Rational secret sharing and secure multi-party computation**

March 2018 | Mechanism Design reading group, Princeton University

**The matroid secretary problem for minor-closed classes and random matroids**

June 2018 | Poster Session, 19th ACM EC 2018, Ithaca, NY

**Mitigating Insecure Devices, to Regulate Consumers or Manufacturers?**

December 2018 | Gems of TCS reading group, Princeton University

**Simple  $\log \log \text{rank}$  competitive algorithm for matroid secretary**

## COURSE WORK

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Open Problems in Algorithmic Game Theory, Theoretical Machine Learning, Advanced Cryptography, The Probabilistic Method, Advanced Algorithm Design, Probability in High Dimension, Advanced Computer Networks, Automated Reasoning about Software

## TEACHING EXPERIENCE

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Princeton University

Spring 2018 Economics and Computation (COS 445)  
Fall 2017 Computation Geometry (COS 451)  
2015 Computer Security  
2013 Objected-Oriented Programming (ECO 30)

## SOFTWARE

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Jun 2014 UNIVERSITY OF CALIFORNIA, SAN DIEGO  
**Vein – Rivers of Blood**  
Class Project Supervised by Geoff Voelker

- Developed a distributed, real-time, 3D, multiplayer survival race game of microorganisms in the human body using C++ and DirectX11.

## HONORS AND AWARDS

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SEPT. 2016 Dean's Grant, Princeton University  
SEPT. 2016 First Year Fellowship, Princeton University  
JULY 2016 Academic Accolade for best student, Universidade Federal de Itajuba  
DEC. 2014 George Varghese Espresso Prize, University of California, San Diego  
JAN–DEC 2014 Brazil Scientific Mobility Program, fully-funded scholarship recipient  
University of California, San Diego  
SEPT 2013 Fapemig Research Scholarship, LOTMine, Universidade Federal de Minas Gerais, Brazil  
SEPT 2013 1<sup>st</sup> Line Follower Robot Competition, Universidade Federal de Itajuba, Brazil  
FEB 2012 Fapemig Research Scholarship, Universidade Federal de Itajuba, Brazil

## LANGUAGES

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PORTUGUESE: Mother tongue  
ENGLISH: Fluent

## COMPUTER SKILLS

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Programming: C/C++, Python, Java, Matlab, OpenGL, SQL, JavaScript  
Others: LINUX, Windows, Bash, GDB, Git,  $\LaTeX$