

Kadyn Martinez

Software Engineer / Hobby Game Developer

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EDUCATION

Computer Science

San Francisco State University

07/2015 - 05/2017

San Francisco, CA

Computer Science

Chico State University

01/2022 - Present

Chico, CA

Courses

- Software Engineering
- Machine Learning
- Advanced Algorithms

WORK EXPERIENCE

Computer Vision / Robotics Software Engineer

Simbe Robotics

10/2016 - 07/2020

San Francisco, CA

Robotics as a Service developing solutions for retail analytics and automation

Achievements/Tasks

- Integrated modified versions of models into pipeline deemed to be successful when trained on simbe domain datasets.
- Iterative improvements to models and detection workflow, decreasing computation time by 80% with minimal loss in accuracy.
- Created evaluation service to compare models and weights agnostically on key metrics including time, accuracy, and resource usage to ensure > 90% accuracy for most use cases.
- Created tooling for synthetic data creating to supplement limited data availability.
- Developed robust feedback loop for changes in our pipeline to prevent unknown failure at scale.
- Created flask services to process pipeline output and generate deliverables so customers can get their output immediately as it was available.

Game Development Instructor

MV Code Club

06/2015 - 09/2016

After-school STEM classes for students 5-12 with a focus on programming and software development skills

Achievements/Tasks

- Responsible for teaching Unity3D and Unity2D to middle and high school students.
- Assisted in developing teaching curriculum for Game development and robotics.

SKILLS

C#

Unity

Unity NGO

C++

Python

Multiplayer Development

Django

OpenCV

Git

Linux

Docker

Keras

C

MySQL

ROS

PERSONAL PROJECTS

W357: Mech warfare combat quadruped

- Designed hardware from scratch in Fusion360 and 3d printed iterating on failure points as build progressed.
- Developed robotics programs to enable dual pilot mechanisms from 3 locally distributed computers.

Logibot: Last mile logistic robot for campus oriented delivery

- Outdoor navigation robot developed in ROS2 and ROS1.
- Customer focused product development cycles based on delivering a pizza to spots on campus.

Valedictorian: Character Action Hack and Slash Game

- Hack and slash combat with flexible movelist and state machine.
- Collaborated with 3 other team members to develop a pipeline for adding content into the game.
- Implemented rudimentary AI through the use of Behavior Trees.

ORGANIZATIONS

ACM SFSU (07/2015 - 05/2017)

Computer Animation and Game Design Club CSUC
(01/2022 - Present)

INTERESTS

Cute Robots

Learning Languages

Competitive Video Games

Fighting Games

Game Development

3D Modeling