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STEVEN L. MARTIN

OBJECTIVE

To contribute to the release of exciting and world-changing products by solving hard problems in a technical leadership capacity.

SUMMARY OF QUALIFICATIONS

- Experienced programmer in Perl, Python, C/C++, Java, Scheme/Lisp, assembly, and a variety of other scripting languages. Quick learner and efficient problem solver who enjoys writing solid, reusable code on any OS.
- Industry development experience with large-scale distributed build systems, search engines, data mining, optimization, graphics engines, and image manipulation.
- Experienced technical lead with a firm understanding of all phases of a successful software project. Excellent written and oral communication skills.
- Research experience with several peer-reviewed publications and pending patents.

EDUCATION

University of California, Berkeley

- Entered PhD program Fall 2003, systems concentration. Advised by Dr. Anthony Joseph.
- M.S. in Computer Science (8/2005). Currently on academic leave.

University of Washington

- B.S. with College Honors in Computer Engineering, Minor in Mathematics

RELEVANT EXPERIENCE

Amazon.com (8/2005 – present) **Palo Alto, California**

Senior Software Development Engineer, Search Relevance

Lead developer on several projects that currently improve search relevance for Amazon.com. Impact releases include:

- *Spelling Correction:* complete ground-up rewrite of spelling correction for Amazon.com, implementing new statistical models and full international support.
- *Rank Function Optimization:* a system to optimize search result rank functions using customer behavior. Successfully applied to tune production search.
- *Product Newness:* online estimation of how a completely new product should rank by determining and analyzing similar products.

University of California, Berkeley (12/2003 – 8/2005) **Berkeley, California**

Computer Science Graduate Researcher

Participated in and published from a variety of research projects, including:

- *Automated Protection Environments:* Built a prototype system implementing a novel method of detecting and halting virus propagation within an infected network. Published results at CEAS 2005.
- *Video Mosaics*: Developed algorithms for generating video mosaics: two-dimensional arrangements of video tiles statistically placed in a manner that resembles a larger video. Produced results that continue to prompt enquiries from video effects companies.

Amazon.com (6/2004 – 9/2004) **Palo Alto, California**

Software Development Engineer Intern, Search

Investigated ways to improve customer behavior data quality, spelling correction and search term suggestions for searches done on Amazon.com.

Electronic Arts, Tiburon Studio (6/2002 – 9/2002) **Maitland, Florida**

Software Engineering Intern

Developed a system to automatically build and remotely test games on PlayStation 2, GameCube, and X-Box development machines.

SELECTED RESEARCH PUBLICATIONS

- Steve Martin, Anil Sewani, Blaine Nelson, Karl Chen and Anthony Joseph. Analyzing Behavioral Features for Email Classification. CEAS (Conference on Email and Anti-Spam), July 2005.
- Michael Swift, Steven Martin, Henry M. Levy, and Susan J. Eggers. Nooks: an architecture for reliable device drivers in Proceedings of the Tenth ACM SIGOPS European Workshop, Saint-Emilion, France, Sept. 2002.
- Keith Grochow, Steven L. Martin, Zoran Popovic, and Aaron Hertzmann. Style-Based Inverse Kinematics in ACM Transactions on Graphics (SIGGRAPH 2004).