

DANIEL A. MARTIN

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Education

Oregon State University

Bachelor of Science in Computer Science

Applied Option in AI

September 2024 – June 2028

Corvallis, Oregon

GPA – 3.97

Relevant Coursework

- Machine Learning
- Software Engineering
- Data Structures
- Analysis of Algorithms
- Operating Systems
- Vector Calculus
- Databases
- Linear Algebra

Experience

TopTier

June 2025 – September 2025 & June 2026 – September 2026

Software Engineer Intern

Portland, Oregon

- Identified company's machine testing data as hundreds of entries in an unnormalized excel sheet and implemented a 3NF relational database with a SQLite frontend and demo that convinced management to move away from legacy workflow.
- Implemented a throughput simulation that modeled machine runs across hundreds of possible configurations and output cases-per-minute, validated against the physical machine's real performance for accurate sales-quoting estimations.

Oregon State University College of Engineering

September 2025 – Present

Undergraduate Learning Assistant

Corvallis, Oregon

- Led 4 weekly lab sessions for 100+ students in Introduction to Computer Science and Introduction to Systems Programming, teaching class design, inheritance, polymorphism, debugging, and system design in Python and C.
- Mentored a failing student through weekly one-on-one sessions over 7 weeks, focusing on problem decomposition, and debugging; student's scores improved from 0 to 100% and passed the course, citing tutoring as the key reason.

Oregon State University STAR Lab

November 2024 – Present

Undergraduate Research Assistant

Corvallis, Oregon

- Developed a dataset-generation pipeline for Natural Semantic Metalanguage (NSM) translation, converting English sentences into NSM based representations to support cross-lingual translation research using the lab's custom model.
- Designed a composite evaluation metric for NSM explication quality combining round-trip reconstruction similarity, prime ratio, and molecule ratio into a single score, enabling systematic comparison across language models.

Projects

3d Block Coding Platform | *CI/CD, Github Actions, Godot, System Design* | 🐙 Coding Cubed March 2026

- Architected a visual block-based language interpreter for 7 'blocks' that allow implementation of variables, conditionals, control flow, and loops with 5 puzzles that introduce those concepts to beginner programmers.
- Designed and implemented an automated CI/CD pipeline that deploys to both Windows and Mac with over 227 workflow runs across 45 pull requests with 17% of runs catching critical errors.

NavigAid | *Open CV, Flask, Edge AI, Embedded Systems* | 🐙 NavigAid May 2026

- Built a smart-cane for the blind with obstacle detection and avoidance by orchestrating 2 computer vision models on the edge and 3 separate types of sensor input for under \$80 placing 2nd in the BeaverHacks 2026 Hardware track.
- Designed a 4-tier priority decision tree system that arbitrates between ultrasonic and laser proximity, gyroscopic tilt, CV obstacle confidence, and a 500ms staleness fallback to keep the cane responsive if vision data drops.

Leadership

AI Club

September 2025 – Present

President

Oregon State University

- Planned and executed the AI Club @ OSU's inaugural 'AI for Good' hackathon, managing logistics, \$2,000 in funding, and sponsorship from the AI Collective, supporting over 100 participants with free credits and 35 project submissions.
- Collaborated with the ACM Women's Chapter @ OSU to host networking events with over 40 attendees giving informative talks, demos, and hands-on workshops on data cleaning, computer vision, agentic workflows, and AI tools.
- Led outreach efforts and planned 5 guest speaker events with speakers from NVIDIA, Google, and NASA and over 30 members in attendance.

Technical Skills

Languages: Python, C++, C, Go, Java, HTML/CSS/JS, SQL

Technologies/Tools: GitHub, Unix, Microsoft 365, GCP, Agents

Libraries/Frameworks: Flask, Pytorch, OpenCV, React, xlwings