Spencer J. Fricke

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Education

Bachelor Degree Computer Engineering, May 2018
University of Wisconsin-Madison
GPA: 3.97 / 4.0

- Dean's List - 4 Semester in succession

Experience

Dell, Eden Prairie, MN
Software Developer Intern, Summer 2016 (3 months)

- Trained how to develop enterprise production quality code.
- Worked with a large code base and immense version controlling.
- Learned to collaborate with co-workers from other teams, some in remote sites.

Branch2, Madison, WI
Full Stack Web Intern , August 2015 - December 2015 (6 months)

- Programmed critical modules of a mobile app using the Ionic Framework and AngularJS.
- Implemented complementary server-side code using NodeJS, MongoDB, and MySQL.
- Turned visual mock-ups into functional UI with sleek CSS and JavaScript.

Computer Skills

Main: C, C++, JavaScript, AngularJS, Java, C#
APIs: OpenGL, WebGL, CUDA, OpenCL, Caffe
Back-end: NodeJS, ExpressJS, MongoDB, SQL, MySQL, Nginx
Others: Git, ARM Assembly, PowerShell, ThreeJS, Unity, Ionic, Cordova, Android SDK

Projects

Point Cloud Neural Network, Internet of Things Lab 2016

- Creating a convolutional neural network to detect shape of 3D scanned objects.
- Optimized cloud computing using CUDA and swift parallel algorithms.
- Created a Maya plug-in to simulate training set of point cloud objects with variations.

Raspberry Pi Training, IEEE Student Organization project

- Created a dynamic game to teach students how to run a server with a Raspberry Pi.
- Built a full REST service with C's POSIX Socket library.
- Have a centralized database and server to oversee and control game flow.

VR Chemistry App, Virtual reality side project

- Published a Google Cardboard app to let students visualize Chemistry in VR.
- Developed with Unity, models created in Maya, and used Cardboard SDK.

Custom Google Street View, Side project

- Created a custom version of Google Street View using WebGL with support for mobile and VR.
- Take own 360 photos and have easy UI to link photos together.
- Async JavaScript, automatic photo compression, and other tactics to highly optimize experience.

More information about these and more projects can be found at spencerfricke.com