

Damon Spencer

Future Computer Engineer

about

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programming

Java, python,
processing, C, C++
bash, Go

hardware

x86, Arduino, PIC,
AVR, Raspberry Pi,
Beaglebone, Jetson
TK1

interests

Programming, Hardware, Cryptocurrency, Linux, Information Security, General science, Volunteering, Commodity Trading

education

9th-11th

3 Years of Computer Science Courses

Dulles High School

Learned the Java programming language during all three years and Python during the end of Computer Science Three

11th grade

Self taught Hardware Engineer

Mostly Arduino and PIC

I learn about, develop, and assemble hardware projects in some of my spare time. I built my own computer, and can do surface mount soldering with packages bigger than or equal to 0603.

7th-present

Self taught Linux user and developer

Various distros

I've used Linux since Ubuntu 11.10. I learned most of my knowledge from distro hopping and reading. I use Arch Linux as my primary OS.

experience

10th-Present

RE:Coded CTF Team Reverse Engineer

Re:Coded CTF Team

One of the top High School CTF teams in Texas.

10th-Present

High School Programming Contests

Hands on and Written

Various programming contests throughout Houston, TX. I placed 8th in the first Seven Lakes Programming Contest last year.

10th-Present

Various Hackathons

All throughout Houston

I've attended several Hackathons including Code Day Houston two times and FBISD Inventathon. I've won the Best Application Award of Code Day Houston in Fall of 2015 and Special Award of Code Day Houston in Spring of 2016.

6/12-6/18/16

Code Longhorn

Computer science camp

A weeklong computer science camp for underrepresented minorities at UT Austin. I attended various workshops, built a robot, and listened to various speakers in computer science and computer science related fields.

applications

11/2015

MagicBall8

MagicBall8

A political candidate "magic 8 ball", best application at February 2016 Code Day.

02/2016

Mini Chess Computer

Source code on request

A simple Arduino based chess computer that attempts to stalemate, special award at May 2016 Code Day.

07/2016

Weatherapp-server & Client

weatherapp-server & weatherapp-client

A server written in go that gets fake weather data and sends it to a client using socket.io. The client is still in the works but is written in angularjs.