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Spenser Solys

CAREER FOCUS: FULL TIME SOFTWARE ENGINEERING POSITIONS

Skilled in working with Unity, Blender, and other game development engines. Specializes in virtual and augmented reality prototyping. Capable of working in large teams in both English and Japanese.

EDUCATION

Oakland University, Rochester, MI   *Graduated: December 2019*
Bachelor of Science – GPA: 3.02
- Major: Computer Science; Minor: Japanese
- University Hackathon Organizer

SKILLS

C#	Python	Unity	SQL	Java
Android	C++	C	GCP	Firebase
Unreal	Blender	Web Dev	Virtual Reality	Augmented Reality

EXPERIENCE

NASA: Goddard, Greenbelt, MD — *VR Intern*   *June 2019 – August 2019*
- Designed a program that converts reflectance data from LRO into terrain meshes
- Created modular software that allows users to create 3D models while in VR

Unity Technologies — *Student Ambassador*   *September 2018 – Present*
- Host and support events for my local campus and communities regarding Unity.
- Staffed booths and tables at GDC 2019.

Enemy Anemone, Milwaukee, WI — *Co-founder*   *February 2018 – Present*
- Created a multiplayer Unity package that seamlessly integrates Photon and the Steamworks SDK.
- Designing and building 3D Minesweepxr, using the Unity game engine and C#.

DVERSE, Tokyo, JP — *Unity Intern*   *May 2018 – July 2018*
- Upgraded portions of the user interface and the core functionality of the proprietary virtual reality application.
- Created plugins for Blender, SketchUp, and 3ds Max that allowed for real time sync with Unity.
- Communicated with co-workers every day in both Japanese and English.

NASA: Goddard, Greenbelt, MD — *VR/AR Intern*   *June 2017 – August 2017*
- Utilized Unity and C# to make enhancements to a virtual reality project which allowed scientists to assemble spacecraft from a database of vendor parts.
- Automated the process of importing and converting 3d models by writing a Python script to convert the vendor files to a unique format and smaller size.

ACHIEVEMENTS & AWARDS

- SpartaHack (2019): 2nd Place
- Riot Games API Challenge (2018): Honorable Mention
- Riot Games Hackathon (2018)
- MHacks 11 (2018): 2nd Place
- HackCWRU (2018): 2nd Place, Best Startup Pitch
- SpartaHack (2018): 2nd Place, Winner of Blue Medora & DOW Chemical's challenges
- Junction Tokyo (2017): Winner of Softbank's and IBM's challenges
- SpartaHack (2017): Most Technically Impressive
- Hack The North (2016): Top 12, Winner of Firebase's Challenge