

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	WebXR	AR/VR	C++
Android	Unreal	AWS/GCP	Blender	Firebase	SQL

EXPERIENCE

Amazon – Software Engineer

July 2020 – Present

- Program scripts to automate workflows that help external customers resolve their issues with the Title Team's services
- Resolve weekly tickets to fix bugs and implement new features

NASA: Goddard Space Flight Center – AR/VR Intern

June 2019 – August 2019

- Designed a program that converts reflectance data from Lunar Reconnaissance Orbiter into terrain meshes inside Unity
- Created modular software that allows users to construct 3D models while in VR
- Presented our products to multiple teams across several NASA campuses
- Mentored high-school interns by teaching them Unity and Unreal

Unity Technologies – Student Ambassador

September 2018 – December 2019

- Hosted and supported Unity and Game Jam events across multiple campuses
- Staffed booths and tables at GDC 2019 for Unity and demoed new products and technologies to attendees

DVERSE, Tokyo, JP – Unity Intern

May 2018 – July 2018

- Upgraded the user interface and the core functionality of VR applications
- Created plugins for Blender and SketchUp that allowed real-time sync with Unity
- Communicated with co-workers every day in both Japanese and English

NASA: Goddard Space Flight Center – VR Intern

June 2017 – August 2017

- Utilized Unity and C# to make enhancements to a virtual reality project which allowed scientists to assemble CubeSats 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 a smaller total size

ACHIEVEMENTS & AWARDS

- SpartaHack (2019): 2nd Place
- 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
- Hack The North (2017): Winner of Google's Challenge
- Hack The North (2016): Top 12, Winner of Firebase's Challenge
- MLH Prime (2016): Top Ten