Silas Spencer

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Education

Northeastern University Boston, MA | May 2026 *Candidate for Bachelor's in Computer Science, Math*
GPA: 3.678/4.000
Honors: Dean's List
Activities: NU Computer Architecture Research Lab, Northeastern Electric Racing, Code4Community

Professional Experience

-Software Engineer Intern | *CarGurus*, Boston MA **| June 2025 - August 2025**
-Current intern on the PaaS team. building software using K8s, AWS, GoLang.
AI Trainer | *Scale AI* (remote) | **May 2024 - June 2025**
-Trained different AI models to handle complex, coding-related queries through multi-turn ("MT") interactions.
-Identified model weaknesses and iterated prompt strategies, improving reasoning depth and reducing erroneous outputs.
Software Engineer Intern | *UKG (United Kronos Group),* MA | **May 2023 - August 2023, Jan 2024 - April 2024**
-Developed and optimized features for physical time clock software using Java and Kotlin.
-Created automation scripts and Jenkins pipelines, reducing QA test times by 90% and improving deployment efficiency.
Teaching Assistant | *Khoury College of Computer Science* Boston, MA | **May 2022 - Dec 2022**
-Guided undergraduate students through programming assignments and concepts, reinforcing foundational CS principles.
-Provided detailed feedback to improve code quality, logical reasoning, and problem-solving abilities.

Skills

Programming: Java, C++, Python, Android Studio / Kotlin, C, SQL, C#, JavaScript, TypeScript, HTML, React.
Applications: Git, Bash Shell, JetBrains IDEs, GitHub, Jira, Confluence, Docker, Jenkins, MongoDB.

Project Experience

Ninety-Nine DQN Model (Python) | November 2024
-Developed and trained a Deep Q-Network (DQN) to play the multi-phase card game "99," focusing on strategic bidding and gameplay.
-Created a custom environment with tailored reward structures to guide the reinforcement learning agent.
-Conducted experiments on hyperparameter tuning and exploration strategies to enhance agent performance.
Adoptapet (C++, Java) **|** December 2023
-Designed a desktop application primarily written in C++, Java that helps owners match their pet to a suitable adopter
-The application includes dummy data, and also video-playing and photo-uploading capabilites.
-Data provided by the user is used in an algorithm to connect the owner and adoptee.
IME: Image Manipulation and Enhancement (Java) | October 2022
-Designed a fully functional and tested text-based and interactive GUI-based program that processes, visualizes, modifies, creates, and saves images using text-based commands and an interactive environment.
-The program can also take in text scripts. This program modifies images in PPM, PNG, JPG format and a custom (.collage) file
Marble Solitaire (Java) **|** *CS 3500 - Object-Oriented Design* Boston, MA | September 2022 - October 2022
-Designed a view, controller, and model for three separate versions of a Marble Solitaire game.
-one model is custom, the other two are English and European variants.

Volunteer Work

Research Assistant | *Northeastern University* Boston, MA| September 2022 - Dec 2022
-Evaluated GitHub Copilot as an automated pair programming tool.
-Wrote, gathered, and analyzed data by conducting experiments with patients using an eye tracker.
-Developed code in Python with PyQt5 widgets to help analyze eye movement data for scientific experiments.