

SPENCER KAMMERMAN

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EDUCATION

UC Irvine • Class of 2021

Major: CSE • GPA: 3.5

Dana Hills High School • Class of 2017

SAT: 1550 • ACT: 34 • GPA: 4.3

EXPERIENCE

Masimo Corporation, Irvine, CA

IT Helpdesk Intern

June 2019 – September 2019

- Wrote automation script to generate and send emails using Python and HTML
- Assisted helpdesk technicians with tasks such as imaging laptops and HDD archiving

Software Engineering Intern

June 2018 – September 2018

- Programmed website unit tests using Selenium framework
- Helped create mock authentication and data RESTful services for data analysis website
- Wrote unit tests for medical device management Angular application

Quality Assurance Intern

June 2017 – September 2017

- Reorganized and updated Masimo's Device Knowledge Handbook
- Planned and constructed a demo area for employees to test complete portfolio of products

Marketing Communications Intern

June 2016 – September 2016

- Created web pages on Masimo Intranet, Designed custom graphics for t-shirts
- Worked with Dreamweaver and Git to collaborate on HTML website programming

CLUBS AND EXTRACURRICULARS

UCI Esports

Shoutcaster

- Provided play-by-play and color casting for competitive League of Legends and Overwatch
- Casted for the 2019 NASEF Championship

Zotbotics Robotics Club @ UC Irvine

Founder and President

- Founded a new robotics club at UCI where members build and compete with fighting robots
- Led effort with over 15 members to design and fabricate a t-shirt cannon turret

VGDC (Video Game Developers Club) @ UC Irvine

Project lead, Programmer, Designer

- Worked with different teams on various game projects in Unity and C#

UC Irvine Engineering Conference

Published in UCI Engineering Journal

- Designed an autonomous, environmentally-friendly building management system
- Won first place after combining our sensor sub-system with others to design a full building

Robot Dolphins from Outer Space • FIRST Robotics

Founding member, VP, Lead Programmer

- Programmed essential robot systems in Java – vision tracking, manual and autonomous control

SKILLS

Java, C++, Python, C#, Unity Engine, Adobe Photoshop, Illustrator, Dreamweaver