Spencer Kammerman

spencerkammerman.com

spencerkam99@gmail.com   973-220-6760

Education

UC Irvine 2021   **Major:** Computer Science and Engineering   **GPA:** 3.2

Dana Hills High School 2017   **SAT:** 1550   **ACT:** 34   **GPA:** 4.3

Experience

Freelance Game Developer   SUMMER 2020
- Worked with Intellivision game developer on a crossword-like word guessing game
- Used Unity to create updating mesh for crossword game board

Masimo Corporation, Irvine, CA

IT Helpdesk Intern   SUMMER 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 Team Intern   SUMMER 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   SUMMER 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   SUMMER 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 Extracurricular Activities

UCI Esports   SHOUTCASTER
- Provided play-by-play and color casting for competitive League of Legends and Overwatch streams
- 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 each quarter on game projects in Unity with C#
- Joined two weekend-long Game Jams with others students to create games from scratch

UC Irvine Engineering Conference   PUBLISHED IN UCI ENGINEERING JOURNAL
- Designed an autonomous, environmentally-friendly building management system
- Won First Place after combining our sub-system with other groups to design a full building

Robot Dolphins From Outer Space • FIRST Robotics   FOUNDING MEMBER, VP, LEAD PROGRAMMER
- Programmed essential robot systems in Java – manual operation, autonomous control and vision tracking
- Hosted classes to teach other team members the basics of programming robots in Java

Skills

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