# SPENCE NACE
## COMPUTER SCIENCE AND PROGRAMMER

### CONTACT

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## Education

**Samford University**
2016-2020
BS, Computer Science
GPA: 3.5

## Independent Learning

**Coursera**
- Introduction to C# Programming and Unity
- More C# Programming and Unity

**Udemy**
- C# Intermediate: Classes, Interfaces, and OOP
- C# Advanced Topics
- React – Complete Guide

**LinkedIn Learning**
- SQL Essential Training
- Programming Foundations: Web Security
- React Essential Training

References available on request

## OBJECTIVE

Independent learner and collaborative teammate seeking to utilize my programming skills to solve problems, improve applications' function and efficiency, and creatively address needs

## EXPERIENCE

### Musician Social Media – *2020*
Designed and developed the UI, database and schema, and API for this full stack project made in MongoDB, Express, Node.js, and React.js, which aims to provide an outlet for musicians to showcase their content and receive feedback
**Tools Used: MongoDB, Express, Node.js, React.js, Postman, Trello**

### KEMPER INSURANCE – *2019*
Administrative DRP Website – Developed a web application which connected a Spring Boot back-end to a HTML, CSS, and Javascript front-end to allow administrators to securely alter DRP appointment data
**Tools Used: Vue.js, HTML, CSS, Javascript, Spring Boot, Git, Agile**
DRP Table and Calendar Website – Another intern and I created a web application in Vue.js and Bootstrap which allowed agents to easily see DRP locations and schedule appointments during available times. Utilized RESTful API calls to gather and send data to Tomcat servers
**Tools Used: Vue.js, Bootstrap, HTML, CSS, Javascript, Spring Boot, Git, Agile**

### Samford Virtual Library - *2019*
Worked in Agile as Scrum Master to develop an application that allows users to examine available books at the Samford library in a virtual space. By using Unity and .NET, the application hits an API, parses out the titles and authors, and displays the data on books
**Tools Used: C#, .NET, Unity, Agile, Git, Postman, Oculus VR, Trello, MS Teams**

### The Island (Unity Game) - *2019*
Designed and developed the AI, UI/UX, player control, and combat system in The Island, a game that places players in a world with 4 biomes allowing them to fight to escape the island
**Tools Used: C#, Unity, Git, Trello, MS Teams**

More Project details and screenshots available on request

## LANGUAGES AND SOFTWARE

| Javascript | C# | .Net |
|---|---|---|
| HTML | CSS | React.js |
| Vue.js | Unity | Java |
| SQL | MongoDB | Express.js |
| Node | Spring Boot | Virtual Reality |