Spencer Beer

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Summary

- Strong academic record with a passion for continuous learning and a desire to contribute to cutting-edge technologies in the field of embedded systems, machine learning, and autonomy. Possesses a solid understanding of microcontroller programming, operating systems, and circuit design. Always striving to create a safer and more accessible world.

Education

- Colorado State University / Aug. 2020 – May 2024

Bachelor of Science in Computer Engineering | GPA 3.6 | Studying Embedded Systems and IoT with a minor in Machine Learning

Technical Skills

- Programming Experience:
 - Java, JavaScript, C/C++, SystemC, Python, MATLAB, Assembly (ARM/MIPS), HTML, CSS (+Bootstrap), Verilog, PowerShell, Bash, Socket, CUDA, TensorFlow
- Software Tools:
 - Visual Studio Code, Quartus Prime II, Kiel uVision5, Cadence, Fusion360, GIT, Microsoft 0365, GEM5, Sniper, Arduino
- Other Skills:
 - Soldering, Administrative, IT, Scripting, HW/SW Testing and Debugging, Linux/Windows OS, RTOS (FreeRTOS), Microcontrollers, Software and Hardware Optimization Techniques, RISC/CISC Architectures, Logic Analyzers and Oscilloscopes, Network and Serial Communication Protocols, VMs (VirtualBox and XCP), I/O, Memory Systems

Engineering Projects

- Electric-Go-Kart / Current:
 - Capstone project with E-Kart team at CSU. Actively working on computer vision, and ECU communications.
- Raspberry Pi 3b+ Octopi with Obico / Current:
 - Raspberry Pi 3B+ used as 3D print server and monitor. Updated firmware and added features (i.e., CLTouch bed leveler).
- Home Networking & Automation / Current:
 - Server deployment, home networking, and automation using Wazuh and Wiregaurd VPN with Lubuntu OS.
- ESP32 "Smart Fish Tank" / May 2023:
 - Collaborated on the application model level in C++, along with web application development to create a fully autonomous aquatic monitoring system.
- Traffic Light Controller / Dec. 2022:
 - Designed and simulated a traffic light FSM using Cadence software, and with an FPGA (Verilog).
- ESP32 Temperature Sensor, "GenoSENSE" / Aug. 2022
 - Assisted in the design of a real-time temperature sensing product for CSU's Bioengineering labs.
- Microprocessor Lab / Dec. 2021
 - Designed a simulated microprocessor with a complex array of logic gates and Quartus software on an FPGA.
- Electric Water Bottle / Oct. 2019
 - Designed and developed prototype, programmed in C++ with Arduino IDE using a recycled windshield washer reservoir.

Work Experience

- Undergraduate Research Associate, Systems Cyber, CSU / Current
 - Bendix Brake Certified CAN network development and diagnostics C++ programming
- Engineering Technical Services Support Technician, CSU / Current
 - Managed domain computers with SCCM Worked on IT / administrative open-source tools
 - Debugged hardware and software issues Imaged and understand Windows 10/11 and Unix/Linux OS
 - Gained fundamental skills in the CLI and scripting Wrote technical documentation and solutions articles
- Engineering Success Center Staff, CSU / May 2022 Aug. 2022
 - Developed a touchscreen kiosk solution for front desk with Windows 10, Power Automate, and PowerShell

Leadership & Involvement

- Cross Country & Track Team Leader / Dec. 2019 Assistant Coach for high school track & xc team - Ski & Snowboard Swap / Dec. 2015 – Dec. 2018 Organized affordable gear for local ski community