

Spencer Comin

PROSPECTIVE COMPILER ENGINEER

3000 Citadel Meadows Point NW
Unit 118
Calgary, AB T3G 5N5
Canada

+1 (825) 365 5503
spencer.comin@ucalgary.ca
github.com/Spencer-Comin

Objective

University of Calgary Electrical Engineering student expected to graduate December 2021, in pursuit of a career in Programming Language and Compiler Design

Work and Research Experience

Software Intern, Eideticom; Calgary, AB — May 2021 - present

eideticom.com

- ▶ Developing scripting toolset for debugging software-hardware communication
- ▶ Helped develop deployment system for networked DPUs

Undergraduate Researcher, University of Calgary; Calgary, AB — May - December 2020

glowsript.org/#/user/scomin/folder/VectorCalcDemos/

- ▶ Created interactive visual aids to be used in teaching vector calculus concepts
- ▶ Worked with advisor to design these aids as part of a research project he will be carrying out

Research Assistant, Technische Universität Berlin; Berlin, Germany — May - July 2019

emk.tu-berlin.de

- ▶ Performed background research and data analysis for an electrostatic self-folding origami project
- ▶ Worked in the lab designing, building and testing devices as proofs of concept for experimental devices

Sound Designer and Technician, Carriage House Theatre; Cardston, AB — Summer 2017 & 2018

thecarriagehousetheatre.com

- ▶ Designed, set up, and operated the sound layout for live musical theatre
- ▶ Taught myself all the necessary knowledge and skills on the job

Education

University of Calgary — Bachelor's of Science in Electrical Engineering; 3.548 GPA; expected December 2021

Technologies, Hobbies, Personal Projects

Competitive Programming

- ▶ Schulich Engineering Competition — 2019 (first place), 2020 (first place)
- ▶ Western Engineering Competition — 2020, 2021 (second place)
- ▶ Canadian Engineering Competition — 2021

Fern — github.com/Spencer-Comin/Fern

A programming language designed around reactivity and metaprogramming, built using C++, Rust, Bison and Lex

Game Design

Text Based Game Jam, Game Design Club at the U of C — github.com/Spencer-Comin/TextBasedZooGame

Out Of Hibernation Game Jam — bobo-baga.itch.io/monke-return — github.com/Spencer-Comin/OOH-Return-to-Monke

Frameworks	Languages		Operating Systems
React	C/C++	Python	MacOS
AWS EC2	Spanish (fluent)	Prolog	Linux