Spencer Lee

(516)-589-0597 • spencer.lee.careers@gmail.com • [GitHub](#) • [LinkedIn](#) • [AngelList](#) • [Portfolio](#)

SKILLS

JavaScript, React, Redux, Git, Ruby, Rails, SQL, HTML, CSS, Python, NumPy, Pandas, Matplotlib, MongoDB, Express, Object-Oriented Programming, Data Structures and Algorithms

PROJECTS

InDevView (Node.js, React, Redux, MongoDB, HTML5, CSS3, Express)   Live | GitHub

A MERN stack app that allows for real-time coding interview practice between users in an online practice room

- Collaborated with two other developers in a GitFlow environment utilizing GitHub in order to ensure that production code stability is maintained
- Incorporated websockets via Socket.io to enable live chat functionality, allowing users to converse and share code in real-time while in the lobby or interview room
- Engineered a system where user-written code in the frontend is executed in the backend by an Axios request and the results are sent to the frontend via Express for comparison with expected outcomes

SplitUp (React, Rails, PostgreSQL, HTML5, CSS3)   Live | GitHub

A clone of the website, Splitwise, in which users can keep track of expenses with friends

- Designed a backend API with Rails to manipulate expense data in an object relational database
- Incorporated JBuilder to create JSON templates from backend to prevent the release of sensitive information and generate customized responses such data from associations
- Utilized BCrypt's hashing function in conjunction with React Protected Routes to allow only authenticated users to access certain components and to prevent storage of plain text passwords

Event Horizon (JavaScript, HTML5, CSS3, Canvas)   Live | GitHub

A JavaScript survival game inspired by arcade games of the past

- Utilized object-oriented programming to build in-game functionality, allowing for objects, such as the player or enemies, to interact with other objects, such as collision detection, etc., based upon their classes
- Employed document listeners and game state so that the game display changes based upon the user's input (if valid) on the keyboard/mouse such as moving/attacking as well as restart/pause the game

EXPERIENCE

Cold Spring Harbor Laboratory   Cold Spring Harbor, NY
Data Science Intern   2020

- Researched visualization techniques of machine learning algorithms such as convolutional neural networks (CNNs) for image recognition analysis
- Ran machine learning algorithms in Google Colaboratory and Jupyter Notebook to gather results for weekly reports
- Utilized Python, TensorFlow, and Pandas to write machine learning algorithms

Northwell Pancreas Disease Center   New Hyde Park, NY
Research Intern   2016

- Diagnosed patient's nutritional status from CT images of L3 spinal segments, thus establishing through statistical testing 95% confidence of predicting pancreatitis based upon current nutritional status
- Participated in a research group of 10 and presented results proposing a link between nutritional status and pancreatitis

EDUCATION

App Academy   New York, NY
16-week Program   2022

Stony Brook University   (Honors College)   Stony Brook, NY
B.S. in Applied Math and Statistics + Computer Science Minor (GPA 3.7)   2021
Awards: Dean's List 2017 - 2021