Spencer Lin

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Education

University of Southern California (2020-present)
Los Angeles, CA

Relevant Coursework
CSCI 104 Data Structures and Object Oriented Design
CSCI 170 Discrete Methods in Computer Science

Major: Computer Science
Minor: Immersive Media

Project Experience

Vice President and Co-Founder of *Planet Save* *May 2017 - Present*
- Co-founded and leads a 501(c)(3) nonprofit with the mission of protecting the environment
- Engineered an aquaponics system using repurposed refuse and showcased it as a keynote speaker at Alibaba's 2018 Xin Philanthropy Conference, spreading awareness of aquaponics technology to a live audience of two hundred as well as networks including CCTV which aired the event internationally
- Engineered two specialized sUAS to gather NDVI data for the San Gabriel Valley Water District to streamline city irrigation systems for municipal green spaces
- Annually co-organize and showcase Planet Save/other highschool club projects at Earth Day festivals with the Monterey Park Environmental Commission, attracting about three hundred visitors

Assistant Director and Producer of documentary film *No Part Too Small* *Jul. 2019 – Feb. 2020*
- Assisted directing and producing a 20 minute documentary about how climate change has affected the South Pacific island nation of Vanuatu. It was later aired on national Vanuatu television in honor of their Independence Day
- Operated camera and sUAS systems, interviewed locals and Barak Sope-a former Prime Minister

Game Director of *For Traum* *July 2020 - Present*
- Recruited and leads a non-paid team of 35 multidisciplinary students from USC, Pasadena Art Center, and NEU to work on a 2.5D fast-paced silhouette platformer using Unity that examines morality through the context of policing with a planned vertical slice release date for August 2021
- Directs vision and implementation of the game, communicating with all departments
- Administers a GitHub repository via GitKraken and GitHub Desktop

Personal Projects *October 2017 - Present*
- Built an interactive information kiosk in Unity and Live2D for Planet Save events. Users use voice and touch screen input to interact with a virtual character, significantly enhancing learning experiences
- Created an AR experience using Unity and Vuforia that generates a virtual character that responds to voice input, effectively compensating for missing team members at a live event
- Engineered autonomous sUAS to generate 3D photogrammetric models of parks and municipal facilities and created an AR app in Unity and Vuforia to view those maps in real-space

Work Experience

USC Gould IT Student Worker *October 2020 - May 2021*
- Monitored and resolved Google Search Console issues
- Built course evaluation surveys using Qualtrics

Skills

Coding Languages	Java, C#, C++, Python
Software	Unity, Jetbrains Suite, Git, Vuforia, Fusion 360, Live2D, Cura, Pix4D, Qualtrics
Electronics	Soldering, Circuitry, 3D printing, sUAS design

Interests

Environmentalism, drones, experimental technology/media, 80's music, AI, space operas, AR, ancient history