

Spencer Lin

Los Angeles, CA

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Education

University of Southern California (2020-present)

Los Angeles, CA

Major: Computer Science

Minor: Immersive Media

Relevant Coursework

Data Structures and Object Oriented Design

Discrete Methods in Computer Science

Experience

For Traum | Game Director

July 2020 - Present

- Recruited and leads a non-paid team of 44 multidisciplinary students from USC, Pasadena ArtCenter, UCLA, and NEU to work on an F2P 2.5D fast-paced silhouette platformer for PC/Mac built in Unity that examines morality through the context of policing with a two-level vertical slice release date for August 2021
- Directs vision and implementation of the game, communicating with programming, game design, illustrations, animations, sound, UI, and marketing divisions to ensure the August 2021 vertical slice release date is met
- Implemented an Agile development cycle with a controlled-decentralized command structure to boost efficiency and morale, culminating in a highly organized and effective cross-functional team with great member retention
- Created detailed documentation of programming and standard practices to streamline production
- Rapidly prototyped core gameplay functions in two weeks
- Administers an 18 person Git repository via GitKraken and GitHub Desktop

Planet Save | Co-Founder & Project Manager

May 2017 - Present

- Runs a 501(c)(3) environmental nonprofit by leading engineering projects and coordinating with sponsors including Duet3D, Dyze Design, and MicroMulticopter
- Coordinates with the local city government to host several annual events such as Earth Day festivals, design and provide educational 3D printed recycled plastic succulent planter kits, and showcase environmental projects such as a fan-powered longboard
- Building a sponsored 3D printer to achieve high-speed printing of recycled plastics
- Engineered and showcased an aquaponics system at Alibaba's 2018 Xin Philanthropy Conference in China using repurposed plastic waste that improves environmental sustainability by increasing crop yields and reducing 90% of water waste in a compact and affordable soilless environment. I gave a keynote speech 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 irrigation systems for municipal green spaces
- Built an interactive educational 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 interactive AR experience using Unity and Vuforia that projects a virtual character which responds to voice input, effectively compensating for missing team members at live events

No Part Too Small | Assistant Director & Producer

July 2019 - Feb 2020

- Assisted directing and producing an award-winning 20 minute Planet Save documentary about how climate change has affected the South Pacific island nation of Vanuatu. It was later aired on Vanuatu national television in honor of their Independence Day to a population of over 200,000 people
- Operated camera and sUAS systems, interviewed locals and Barak Sope-a former Prime Minister

Foothill Family | IT Help Desk Student Worker

June 2021 - Present

- Writes Batch scripts to automate deployment of company desktops and laptops

USC Gould School of Law | IT Student Worker

October 2020 - May 2021

- Introduced a novel application of Git with 3DVista, removing the need of collaboration via Google Drive
- Monitored and resolved Google Search Console issues
- Built course evaluation surveys using Qualtrics

Skills & Interests

Coding Languages

Proficient

C#, C++, Java

Intermediate

Python

Exploring

Batch, Javascript

Software

Unity game engine, Git, Fusion 360, JetBrains Suite, Visual Studio, GitHub, GitKraken, Vuforia, Live2D, Cura, Pix4D, Qualtrics, 3DVista, Betaflight, Mission Planner

Electronics

Soldering, FDM 3D printing, CNC laser cutting, sUAS design

Interests

Sustainability, drone racing, 80's music, AI, Alexander the Great, Carthage, sci-fi, AR, Vocaloid