

Spencer Stice

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Education

University of California, Los Angeles (UCLA) - Henry Samueli School of Engineering Los Angeles, CA
Bachelor of Science in Computer Engineering and Mathematics minor, GPA 3.898 October 2020 - June 2024 (Expected)
Honors: IEEE-Eta Kappa Nu Honor Society Membership Chair (top 25% of class), Dean's Honor List
Relevant Coursework: Data Structures/Algorithms, ML/AI, Operating Systems, Computer Architecture, Networking

Skills

Programming Languages: Python (Experienced), C++/C (Experienced), SystemVerilog (Experienced), Java (Intermediate), JavaScript (Intermediate), Dart (Beginner)
Technologies/Concepts: Tensorflow, Neural Networks, Genetic Algorithms, Kalman Filters, Matplotlib, Numpy, Pandas, Git, Linux, Google Firebase, React, VS Code, Postman, Intel Quartus Prime, ModelSim, BERT, Oscilloscope

Work Experience

AI Research Intern: Perceptronics Solutions El Segundo, CA
Skills: Tensorflow, Neural Networks, Control Theory (Kalman Filters), Research June 2023 - September 2023

- Explored the practical applications and effectiveness of AI/ML solutions, including transformers, LSTMs, and particle filters in addressing critical challenges associated with positioning cards, while conducting a review of research papers
- Designed and implemented a NARX neural network utilizing Tensorflow to address a prominent issue in the system
- Performed simulations on the modified positioning system, demonstrating a 55% improvement over the original system

Software/Memory Engineer Intern: Intel Corporation Folsom, CA
Skills: DDR5, Python, Genetic Algorithms, ReactJS, SQL June 2022 - December 2022

- Developed a Python-based AI program utilizing genetic algorithms to optimize duty-cycle adjust settings, resulting in an 80% reduction in DDR5 memory validation times and the discovery of superior configurations
- Conducted over 13,000 setting distribution tests to assess the program's performance potential, leading to the submission of an invention disclosure form
- Initiated the overhaul of the Memory/IO team's outdated database website using ReactJS, FastAPI in Python, and SQL
- Developed a Python parser program for LPDDR5 memory, enabling the team to efficiently extract crucial information from the tested memory modules

Projects

Quill: ChatGPT-powered Chrome Extension
Skills/Technologies: OpenAI API, HTML/CSS/JS, Chrome Extension manifest.json files

- Led a team of 4 to create a Google Chrome extension that integrates ChatGPT into the web browser
- As CEO of our startup, pitched to co-founder of Google AdSense and other prominent LA VCs
- Attained over 700 users during early development; voted best pitch/idea by AdSense co-founder
- Currently live at: <https://shorturl.at/cMVY8>

Digital Audio Visualizer (DAV): FFT Display
Skills/Technologies: SystemVerilog, Signal Processing

- Developed and implemented a 32-sample Fast Fourier Transform (FFT) algorithm on an Intel Max 10 FPGA, enabling real-time audio signal processing
- Utilized a digital microphone for audio data acquisition and a VGA monitor for displaying the FFT results, creating an interactive audio visualization tool
- Won first place in the project competition among 15+ teams

GhostRacer Video Game: Driving Game in C++
Skills/Technologies: C++, OOP

- Wrote a video game using C++ where the player controls a car driving on the road during an apocalypse
- Designed various classes and data structures to effectively separate functionality, utilized inheritance and polymorphism to achieve efficiency and a clean design

Prush: Snap Maps but Better
Skills/Technologies: Dart, Flutter

- Creating a social media app for iOS and Android that effectively imitates the maps feature from Snapchat but is intended for less formal, more fun, anonymous posts
