

# SPENCER AXELROD

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## EDUCATION

### University of California, Berkeley

Computer Science Major with Physics Minor - GPA: 3.43

Berkeley, CA

*Expected Graduation May 2016*

### Relevant Coursework

CS 61B Data Structures  
CS 170 Algorithms

CS 61C Computer Architecture  
CS 186 Database Systems

CS 160 User Interface Design  
CS 188 Artificial Intelligence

## EXPERIENCE

### Emerge Digital Group

*Software Development Intern*

San Francisco, CA

*May 2014 - Nov 2014*

- Prototyped a user ranking algorithm for an upcoming mobile Android video requesting application
- Designed and developed a Java program used to simulate the user ranking algorithm with various criteria
- Worked with a small team to develop UI for the mobile application using the Android framework
- Gained experience with agile development, Scrum, and back end design for mobile frameworks with MySQL

### Etch

*Software Consultant*

Berkeley, CA

*September 2014 - Present*

- Worked with the development team of PreAngel funded start-up to create a mobile networking application
- Focused on API integration, user experience enhancements, and product promotion. <http://www.EtchMe.io>

### Artists in Resonance

*Website Administrator*

Berkeley, CA

*May 2014 - Present*

- Managed media, member email, and member-only accessible content using phpMyAdmin and net2FTP
- Optimized website focusing on information accessibility and user experience improvements
- Promoted the organization as social media manager to boost commission and increase visibility, contributing to a commission increase of more than 50% from the 2013-2014 season

## PROJECTS

### Arduino Fuel Gauge Indicator

Tucson, AZ

- Implemented Arduino Uno with a 555 timer integrated circuit to read and display aircraft fuel level for an aircraft with an inaccurate factory gauge caused by the shape of fuel tank
- Programmed Arduino to calculate approximate fuel burned using 555 timer and tachometer

### Class Projects

Berkeley, CA

- A.I. Learning (*Python*): Designed Q-learning agents that learn by trial and error and feature recognition
- Propositional Logic Solver (*Java*): Wrote program to parse and verify propositional logic proof input by user
- Mobile Coin Payment (*JavaScript*): Developed a companion app to connect with coin operated machines for users to pay via their mobile devices instead of physical change.
- MapReduce (*C*): Implemented minimax game tree using Hadoop framework, ran on AWS EC2 large cluster

## SKILLS

**Programming Languages:** Java, Python, JavaScript, C, SQL, BASH script, Scala

**Tools/Web:** Eclipse, Android SDK, Kinoma Studio, HTML, CSS, Git

**Interests:** Coding, hardware, game development, audio, a cappella, guitar, music production