

Spencer Wallace

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EDUCATION

Cal State San Bernardino

- I am a Senior majoring in Computer Science currently studying at CSUSB. I am graduating in the Fall of 2022.

EXPERIENCE

VR Programmer | Cal State San Bernardino – xREAL Lab 2021 - Present

- Worked in a team of developers and 3D artists to produce Virtual Reality applications with Unreal Engine.
- In charge of class and component design, and their corresponding interfaces.
- Developed multiplayer systems using a client-server model.
- Implemented gameplay logic using C++ and Unreal Engine Blueprints.
- Developed and maintained internal plugins and APIs.
- Used GitHub to collaborate with other developers.
- Worked with several programmers to debug engine/build errors.
- Maintained projects to be up to date with the latest engine versions.

Computer Science Tutor | Cal State San Marcos Summer and Fall 2020

- Assisted students with several course including data structures and algorithms, object-oriented programming, and circuit design.
- Developed skills in problem solving under an object-oriented and class-based paradigm.

SKILLS & ABILITIES

- C++, strong understanding and experience with object-oriented programming and class design.
- Git/GitHub, several group projects using GitHub for source control.
- JavaScript, React, Node, Express, MongoDB (MERN Stack), HTML, CSS.
- C, including parallel programming with openMP and MPI.
- Python and R for machine-learning/data visualization.

REFERENCES AVAILABLE UPON REQUEST