

SPENCER J. D. EPP

Calgary, AB

LinkedIn: <https://www.linkedin.com/in/SpencerEpp/>

GitHub: <https://github.com/SpencerEpp>

Portfolio: <https://spencerepp.ca>

SUMMARY

Aspiring AI & Automation Developer focused on building intelligent systems and solving complex problems. Computer Science graduate from Mount Royal University with a strong foundation in software development, automation, and AI/ML. Adept at problem-solving, software implementation, and technical troubleshooting. Experienced in customer service, technical support, and outdoor leadership. I am seeking a software development role where I can apply my skills in programming and automation while leveraging my teamwork and leadership experience developed in the great outdoors.

EDUCATION

Bachelor of Science in Computer Science

Mount Royal University | Expected Graduation: 2025

Honours Student

Golden Key International Honour Society Member

TECHNICAL SKILLS

- **Languages:** Python, Java, JavaScript, C, C++, 68000 Assembly, SQL, HTML, CSS
 - **Frameworks, Tools & Platforms:** Git, React, Flask, Vite, Railway, MongoDB
 - **Software Development:** Automation, AI/ML, (Full Stack) Web Development, Object-Oriented Programming, Agile methodologies
 - **Technical Support:** Hardware/software troubleshooting, system installations, network configuration
 - **Other Skills:** Strong communication, team collaboration, adaptability, problem-solving, learning
-

WORK EXPERIENCE

General Labourer | Bow Group of Companies INC

Summer 2022

- Initially performed general labour tasks such as site preparation, material handling, and assisting tradespeople.
- Quickly gained trust and responsibility, working directly under the foreman alongside another key team member.
- Ensured tasks were completed correctly and efficiently, acting as the foreman's right hand on-site.
- Gained experience in all construction aspects except foundation work, plumbing, and electrical.

Technical Support & Installation | Digital Lifestyles

Summer 2021

- Configured and deployed smart home systems for 15+ clients, ensuring seamless integration and operation.
- Assisted with every aspect of the company except sales and accounting, including product ordering, warehouse management, system setup, installation, and customer support.
- Implemented a new warehouse management system to streamline inventory tracking
- Provided on-site and remote technical support for clients.
- Gained hands-on experience with IoT devices, home automation, and system integrations.

Ski Instructor | Canada Olympic Park (WinSport)

Winter 2019/20 & 2020/21

- Taught skiing techniques to over 100 students across all ages and skill levels.
- Frequently requested by students and parents due to effective teaching and strong rapport-building.
- Developed adaptability and leadership skills by managing groups with diverse learning needs.

Camp Counsellor | Camp Chief Hector YMCA

Summer 2019

- Led outdoor education activities, team-building exercises, and wilderness survival training.
- Developed resilience, teamwork, and leadership skills in dynamic outdoor environments.
- Managed and engaged groups of children, fostering problem-solving and cooperation.

PROJECTS

Full-Stack Booking Website for a Nail Technician | React, Vite, Node.js, MongoDB, TailwindCSS, Railway

- Built a full-stack appointment booking system with Stripe payments, user login, and an admin dashboard.
- Includes calendar integration, service selection with add-ons, and a portfolio gallery of completed work.

RacingLineAI – Data-Driven Racing Line Predictor | Python, PyTorch, LSTM, CNN

- Trained a deep learning model to predict optimal racing lines from racetrack images and simulation telemetry.
- Built a computer vision pipeline to extract and align track contours using custom preprocessing tools.

House Cost Estimator | Python, PyTorch, RayTune

- Designed and trained a custom neural network to predict Calgary housing prices using real sales data.
- Used RayTune to run hyperparameter optimization for improved prediction accuracy and model robustness.

Atari ST Game – Academia Dreams of Maddness | C, 68000 assembly

- Developed a Frogger-style infinite scroller for the Atari ST using C and interfacing with 68000 assembly.
- Handled game loop, logic, and rendering, compiled for ROM-level execution on the Atari ST platform.

TicTacToe AI Solver | Python

- Developed a self-learning AI agent that uses Q-learning to master TicTacToe through simulated play.
- Trained the agent via reward-based state evaluation and implemented exploration-exploitation strategies.

More details are available on GitHub or my portfolio webapp.

CERTIFICATIONS & TRAINING

- **First Aid & CPR Certification** (Expired, previously certified in 2019)
 - **CSIA Level 1 Ski Instructor Certification** (Expired, previously certified in 2019)
-

RELEVANT COURSEWORK

- **Machine Learning & AI:** COMP 4630 - Machine Learning, COMP 3625 - Artificial Intelligence
 - **Database Systems:** COMP 2521 - Database I: Modelling & Query, COMP 4522 - Database-II: Advanced Databases
 - **Algorithms & Complexity:** COMP 3614 - Algorithms & Complexity
 - **Software Engineering Principles:** COMP 2633 - Foundations of Software Engineering
 - **Operating Systems:** COMP 3659 - Operating Systems
 - **Computing Machinery & Architecture:** COMP 2655 - Computing Machinery I, COMP 2659 - Computing Machinery
 - **Cloud Computing & Information Structures:** COMP 2631 - Information Structures I
 - **Public Speaking & Communication:** SPCH 2001 - Intro to Public Speaking, MGMT 3210 - Business Communication
-

VOLUNTEERING & LEADERSHIP

- **Fundraising for Maya Devia Hospital Foundation** (2014 - 2019)
 - **The Sandwich Foundation – Food Distribution** (2016)
 - **Community Charity Events & Clothing Drives** (2015 - 2016)
-

INTERESTS & EXTRACURRICULARS

- Competitive programming and coding challenges (Advent of code with friends)
 - Rock climbing, skiing, hiking, mountain biking, and outdoor adventure
 - Outdoor leadership and survival skills, fostering teamwork and problem-solving under challenging conditions
-

REFERENCES

Available upon request