Spencer Levine

(818) 601-8298

spencerlevine9@gmail.com

Linkedin: https://www.linkedin.com/in/spencer-levine-868b1b2b8/

GitHub: https://github.com/SpencerLevine9

EXPERIENCE

DS Systems, Remote — Machine Learning Engineer Intern

August 2025 - September 2025

Was the Development Lead of 7 interns to build an AI-powered fraud detection prototype for clients including Healthcare. I trained, validated, and tested machine learning models using Python, Pandas, Scikit-learn, and XGBoost. Developed a full stack dashboard using HTML, CSS, JavaScript, and Bootstrap for model result visualization and decision triage. Built computer vision modules for document verification and simulated drone behavior for automated validation. Demonstrated leadership, discipline, and initiative by coordinating tasks, managing deadlines, and maintaining consistent delivery quality.

Whole Foods Market, Woodland Hills — Produce Team Member

July 2022 - August 2023

Team Member for the produce section at Whole Foods Market. I opened the store at 6:00 am. My responsibilities included: Preparing and Organizing Fruit and Vegetable displays and restocking multiple times per day. I was in charge of offloading deliveries and preparing produce for juices and floral displays. I was always on time, reliable, hard worker, and worked well with other team members. I was respectful to my supervisor and the store manager and got along well with others.

EDUCATION

California State University, Northridge Bachelor of Science Degree in Computer Science

August 2023 - May 2026

Classes I have taken towards my degree include: Operating Systems, Advanced Data Structures, Automata, Algorithm Design, Software Engineering, Cybersecurity, Machine Learning, Web Engineering, Data Mining, Databases, Programming Language Concepts, Calculus, Linear Algebra, Statistics and Probability.



SKILLS

AI/Machine Learning
Software Developer
Development Leader
High Discipline
Works well with Teams
Great Communicator
Problem Solving

MEMBERSHIP ORGANIZATIONS

Alpha Epsilon Pi Fraternity Brother - since 2021. I was Philanthropy Chair twice, Public Relations, Rush Committee, Pledge Committee, Social Committee, Ran a campaign for high office, Organized events, and Philanthropy Committee.

CSUN Clubs and Organizations - I joined a number of clubs such as: Layer 8 (Cyber Security), IEEE, Game Development Club, MataHacks, Software Development Club, Association for Computer Machinery

Student Government – I ran an election campaign for Senator of College of Engineering and Computer Science

Los Angeles Pierce College, Woodland Hills Associate of Arts and Sciences Degree in Computer Science

August 2021 - May 2023

I earned my general education degree. Classes towards my degree included: Intro to C++, Assembly and Architecture, and OOP.

PROJECTS

Storm44 — AI-Powered Study Tool (Capstone)

 Developing an application to convert YouTube links, PDFs, or notes into flashcards, quizzes, and games with AI. Has an integrated AI tutor as well.

SurfHQ — Surf Community Platform

- It's a website for surfers who want to know information about different beaches using an interactive map, surf feed with posts related to surfing, and a surf marketplace for people to sell and buy surf equipment.
- uses Java, JavaScript, CSS, HTML, and a SQL Database, Leaflet.js and uses Spring Boot and Bootstrap Frameworks.

E-Commerce Platform — Gaming Computer Parts

- Created an online store that sells computer parts
- I worked on this project in a group and we used Java, JavaScript, CSS, HTML, and a SQL Database, Spring Boot and Bootstrap Frameworks, and Stripe for the payment system.

C++ and Java Programs

I have written numerous programs in Advanced Data Structures, Algorithm Design, Cybersecurity, Operating Systems, Functional and Logic Programming, OOP

TECHNICAL SKILLS

Languages: Python, Java, C++, C, Assembly, JavaScript, SQL, HTML, CSS

Frameworks/Libraries: Spring Boot, Leaflet.js, Bootstrap, Pandas, Scikit-learn, XGBoost, Matplotlib, Seaborn

Tools & Platforms: Git, GitHub, Jira, Docker, AWS, REST API