Spencer Levine

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EXPERIENCE

DS Systems, Remote — Machine Learning Engineer Intern | August 2025 – September 2025
- Led a 7-person cross-functional team that delivered a healthcare fraud-detection prototype achieving ~95% accuracy, 0.90 F1-score and ~85% fraud recall on holdout data. Trained, validated, and tested classification models on 12,930 healthcare claims while coordinating sprint tasks, reviews, and delivery milestones.
- Built a full-stack analytics dashboard (HTML, CSS, JavaScript, Bootstrap) for model explainability and decision support, enabling prioritization of high-risk cases
- Led meetings and presented proof of concept to the entire company

California State University, Northridge — Undergraduate Research Assistant in Compilers & Programming Languages | Nov 2025 – Present
- Research under Prof. Kyle Dewey in programming languages, compilers, and automated testing
- Building a small programming language and compiler to study correctness and testability
- Developing unit and property-based tests to improve reliability and bug detection, focusing on automated testing frameworks and correctness guarantees
- Work contributes to a research codebase for experimental language and compiler evaluation

PROJECTS

Storm44 — AI–Powered Study Tool (Capstone)
- MVP AI platform that converts YouTube videos, PDFs, and notes into flashcards, quizzes, and games to help students study more efficiently using a cloud-hosted RAG pipeline and MongoDB Atlas Vector Search
- Integrated an AI tutor pipeline for personalized study assistance, supporting content ingestion, transformation, and interactive feedback

SurfHQ — Surf Community & Wave/Beach Recommendation Platform
- Built a full-stack surf discovery platform that enables users to locate, review, and compare surf spots through an interactive map, improving surf-spot discovery, trip planning, and user experience. It also has a surf feed and marketplace.
- Java, Spring Boot, SQL, JavaScript, Leaflet.js, Bootstrap, HTML/CSS

E-Commerce Platform — Gaming Computer Parts
- Built a secure e-commerce platform for selling gaming computer parts with integrated Stripe checkout, enabling safe online payments and streamlined purchase flow.
- Java, Spring Boot, SQL, JavaScript, HTML/CSS, Bootstrap, Stripe

Personal Portfolio Website
- Self-hosted portfolio showcasing projects, work experience, technical skills, contact info, organizations, and education
- Built with HTML/CSS and deployed via GitHub Pages

EDUCATION

California State University, Northridge — B.S. Computer Science | Aug 2023 – May 2026

Los Angeles Pierce College — A.A. Computer Science | Aug 2021 – May 2023

TECHNICAL SKILLS

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

Frameworks & Libraries: Spring Boot, Pandas, Scikit-learn, XGBoost, Leaflet.js, Bootstrap, JQuery, Matplotlib, Seaborn, FastAPI, Joblib, Sentence-transformers (e5-base), RAG evaluation (ragas)

Tools & Platforms: Git, GitHub, Azure, Jira, REST APIs, Node.js, Kaggle, Hugging Face, Live Server, Stripe