SPENCER WELLS

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EDUCATION

University of Notre Dame   South Bend, IN
BS Computer Science *GPA: 3.66*   Aug 2018 - May 2022

WORK EXPERIENCE

Notre Dame Office of Information Technology   South Bend, IN
Help Desk Consultant   Aug 2019 - Present

- Front facing tech assistance for all Notre Dame students, staff, and faculty
- Provided specialized support in software, network, printing, and security

Notre Dame Academic Technologies   South Bend, IN
VR Developer Intern   Jan 2020 - Aug 2020

- Developed interactive vr tools and simulations in Unity to train faculty for remote teaching environments

IU Medical School   Indianapolis, IN
Software Developer Intern   May 2018 - Aug 2019

- Used R, limma, and other bioinformatics suites to develop an RNA sequencing post processing pipeline for use in the Department of Biochemistry
- Reduced false positives in university's differential expression and pathway analysis data
- Developed web app with R shiny to serve as a usable front end for professors to perform gene expression analysis: https://github.com/SwellsHub/PostSeq

SKILLS

Programming Languages:	C++, C#, C, Python, JavaScript, HTML, CSS, MySQL
Software:	Unity, Maya, Photoshop, Microsoft Office Suite

PROJECTS/HACKATHONS

Feline Formations *Unity, Photoshop*   https://centipeda.itch.io/feline-formations
Programmer and designer of a strategy game developed for the GMTK 2021 game jam

New Perspectives *html, CSS, javascript, IBM Watson*
https://github.com/open-source-grilled-cheese/new-perspective
Chrome extension which detects when user is reading a news article and suggests similar articles from the center and opposite side of the political spectrum to improve the diversity of user's news feed, winner of Irish Hacks 2019

Brick-A-Pic *html, CSS, javascript, Vue*   https://brick-a-pic.github.io/brick-a-pic/
Web app made in Vue that converts any image to a buildable Lego creation.

St. Marys Data Science Hackathon 2020
Created predictive model for movies watching, based on ratings and past watching habits, 2nd place test accuracy

Blokus Simulation *Matlab*   https://github.com/SwellsHub/BlokusSim
Simulation of popular game Blokus with different AI playstyles

PixelBall *Godot*   https://swells.itch.io/pixel
A 64 x 64 resolution game submitted for the 2021 Lowrez game jam

Arduino Tetris *Arduino, C*   https://github.com/centipeda/mini-tetris
A version of Tetris playable on an Arduino