

SPENCER WELLS

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EDUCATION

University of Notre Dame

BS Computer Science *GPA: 3.64*

South Bend, IN

Aug 2018 - May 2022

Relevant Coursework: Advanced 3D Digital Production, Technical Concepts of VFX,
Computer Graphics, Database Concepts, Operating Systems, Systems Programming

SKILLS

Programming Languages: C#, Python, C++, Javascript, C, HTML, CSS, MySQL, MEL

Software: Unity, Maya, Mudbox, Photoshop, Premiere Pro, Audition

WORK EXPERIENCE

Notre Dame Academic Technologies

Student VR Developer

South Bend, IN

Jan 2020 - Present

- Developed VR escape room in Unity of a physical space on ND campus
- All C# development, puzzle implementation, testing and debugging
- Managed team of artists with assets and deliverables

Notre Dame Office of Information Technology

Help Desk Consultant

South Bend, IN

Aug 2019 - Present

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

IU Medical School

Software Developer Intern

Indianapolis, IN

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 and MySQL to serve as a usable front end for professors to perform gene expression analysis: <https://github.com/SwellsHub/PostSeq>

PROJECTS/HACKATHONS

GMTK Jam 2021 *Unity, Photoshop*

<https://centipeda.itch.io/feline-formations>

Programmer and designer of a strategy game developed for the GMTK 2021 game jam

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

Blokus Simulation *Matlab*

<https://github.com/SwellsHub/BlokusSim>

Simulation of popular game Blokus with different AI playstyles

A Friend's Quest *Unity*

<https://bit.ly/3zmnoZ4>

In development 3D Unity paper RPG

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.

Mental Health in Tech

<https://open-source-grilled-cheese.github.io/data-club-hackathon/>

Analysis of mental health in the 2016 OSMI Tech Survey Data to find identifying trends of positive and problematic workplaces.

Eagle Eyes *Flutter*

<https://github.com/open-source-grilled-cheese/eagle-eyes>

Mobile app that gives users a daily birdwatching challenge to help engagement with nature and promote ecological education