

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: Algorithms, Advanced 3D Digital Production, Technical Concepts of VFX,
Database Concepts, Operating Systems, Computer Graphics, Systems Programming, Data Structures

SKILLS

Programming Languages: Python, C++, C#, Javascript, C, HTML, CSS, MySQL, MEL
Software: Unity, Maya, Mudbox, RV, Photoshop, Premiere Pro, Audition

WORK EXPERIENCE

Framestore

Junior Pipeline Technical Director

South Bend, IN

Jul 2022 - Present

- Developed and supported pipeline tools for artists and producers across the company
- Created RV extensions in python and PyQt to improve daily review and animation workflows
 - Tool to build session of the latest vfx shots for a given sequence and department
 - Maya integration to inject playblasts into the context of neighboring shots
- Optimized multithreading performance of the company's custom file manager

Notre Dame Academic Technologies

Student VR Developer

South Bend, IN

Jan 2020 - May 2022

- 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 - May 2022

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

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

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

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

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.

A Friend's Quest *Unity*

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

In development 3D Unity paper RPG

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