

Spencer Chin

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Objective

Computer science student who endeavors to further develop programming skills in a world class environment.

Education

Santa Clara University

B.S. Computer Science with an Entrepreneurship minor, June 2019

Honors Program

GPA – 4.0

Experience

Santa Clara University Math and Computer Science Department

Sep 2016 – Current

Grader for Introductory Computer Science Classes

- Developed an auto-grader in Python to compile, run and direct output of student C++ submissions.
- Introduced to Linux operating system and BASH scripting.
- Refined coding assignments by finding ambiguities and answering questions students might have.
- Worked closely with Santa Clara Computer Science faculty.

iD Tech

Jun 2016 – Aug 2016

Instructor for Tech Camp at the University of Washington, Seattle Campus

- Taught a variety of classes including: Java, Mobile Game Design, Arduino, and Minecraft Game Design.
- Collaborated with other instructors to build curriculum and create an engaging learning experience.
- Practiced troubleshooting code and software under pressure.

Group Cycle

Apr 2016 – Jun 2016

Application Development Intern for Start Up

- Developed use case to integrate bicycle ride sharing application with service providers.
- Designed application flow to optimize user experience.
- Worked independently with minimal oversight to meet specifications.

Skills/Activities

- Proficient in Java | C++
- Some Experience with Python | HTML | CSS | Android
- Innovative design from mobile applications to planning events
- Vice President of Alpha Gamma Omega Fraternity, 2016

Relevant Coursework

- Object-Oriented Programming
- Data Structures
- AP Computer Science
- Logic Design