SPENCER FLETCHER

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UBC computer science student (3.9 Major GPA). I build across the stack – compiler tooling, full-stack web platforms, and mobile apps. Looking for SWE roles starting Fall 2026.

EDUCATION

University of British Columbia, Computer Science, GPA 3.85/4.0 (Major 3.9) — Expected Apr 2026

University of Rochester, Computer Science, GPA 3.8/4.0 (Major 4.0), Dean's List — Sep 2021 - May 2022

TECHNICAL WORK EXPERIENCE

Freelance Developer | Hollywood Theatre - Vancouver, BC — Mar 2024 - Apr 2025

- As the sole developer, built and deployed a lightweight **JavaScript** web tool that tracks existing marquee letters and generates the set of characters needed for upcoming displays, reducing manual setup work.
- Created a tip-splitting system using **Google Apps Script**, saving **5+ hours of manual work weekly**.

Student Developer & IT Intern | University of British Columbia - Vancouver, BC — Sep 2022 - Apr 2023

- Drove a **100%+ increase in donations** for the UBC Cadaver Donation Program by redesigning its public webpage (cps.med.ubc.ca/body-donation/), with improved UX, accessibility, and load performance.
- Overhauled the staff directory serving hundreds of users, **improving search speed by more than 250%**.
- **Reduced downtime by 20%** by solving server issues, recovering vital data, and installing software.

IT Intern | Microspec Inc. - Peterborough, NH — Oct 2020 - Aug 2021

- Built an internal **Django/PostgreSQL** documentation portal **used by 50+ employees** to centralize and organize technical docs across departments.

SELECTED PROJECTS

Remote Control Mobile App | github.com/cidarid/RemoteControl — Nov 2025 - Present

- Developing a Swift mobile app that turns a phone into a remote input device for desktop control (mouse, media, presentations).

Collaborative Recipe Book | github.com/cidarid/RecipeBook — Oct 2025 - Present

- Building a full-stack recipe platform with **SvelteKit** and **PostgreSQL** featuring git-style version control for tracking recipe modifications and forking others' recipes.
- Implemented user authentication, image storage, and a public recipe feed for discovery and collaboration.

MemoryGuard – UBC | github.com/cidarid/MemoryGuard — Mar 2024

- Built a Clang/LLVM-based memory safety tool to detect leaks, double-frees, and dangling pointers in C via static instrumentation and dynamic runtime analysis.
- Developed custom **AST matchers** and pointer alias tracking to reconstruct error paths back to root cause.

Software Engineering Main Project - UBC | github.com/cidarid/CPSC310 — Sep 2023 - Dec 2023

- Built a custom query language in **TypeScript** with a **Svelte** front end to visualize course data. Unit tested with **Chai** and course data stored using **SQL**.

Computer Systems, Low-Level Projects - UBC | github.com/cidarid/CPSC213 — Jan 2023 - Apr 2023

- Implemented stack structures, thread synchronization, and memory allocators using **C** and **Assembly**.

SKILLS

Programming**:** Python, TypeScript, JavaScript, Java, C/C++, Assembly, Erlang, R

Web/Frameworks: Next.js, Django, SvelteKit, Node.js, React/React Native, Tailwind

Tools/Infrastructure: Git, Docker, PostgreSQL, AWS, CI/CD, Unit Testing (Chai/Mocha)

Languages: Spanish, German (Conversational)