
SPENCER FLETCHER

Year 4, Computer Science Major

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TECHNICAL WORK EXPERIENCE

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

- Architected and deployed a web-based marquee updater (**JavaScript**) and a tip splitting system (**Google Apps Script**) as a sole developer, streamlining theatre workflows to save 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 and launching its public webpage (cps.med.ubc.ca/body-donation/), improving layout, accessibility, and load performance.
- Overhauled the faculty 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 necessary software.

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

- Worked on a team of 3 developers to create a **Python/Django** internal documentation tool still used by 50+ employees to improve access and organization across departments.

PERSONAL PROJECTS

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

- Developing a mobile application using **Swift** that allows users to control their computer from their phone, improving accessibility and enabling features like mouse input, media control, and presentation management.

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

- Developing a full-stack recipe management application built with **SvelteKit** and **PostgreSQL** that enables users to save their own recipes as well as collaborate with others and browse public recipes.
- Built with **SvelteKit**, using **PostgreSQL** for storage, user authentication, and image storage.

Personal Portfolio | spencerfletcher.com Dec 2023 - Present

- Built using **Next.js**, hosted on **Netlify**, and connected to a custom domain via **Bluehost**.

ACADEMIC PROJECTS

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**.

Structures & Algorithms - University of Rochester | github.com/cidarid/CSC172 Jan 2022 - Apr 2022

- Designed and optimized core algorithms in **Java**, such as Huffman encoding, quicksort, and binary search.

SKILLS

Programming: Python, Java, C, C++, Assembly, R, JavaScript, TypeScript

Tools/Frameworks: Next.js, Django, Svelte(kit), Node.js, React (Native), JetBrains, Git, Unity, SQL, Chai

AI: MDPs, RL, Temporal & Approximate Inference, Markov Networks, Ontologies

EDUCATION

University of British Columbia Vancouver, Computer Science Sep 2022 - May 2026 (expected)

Overall GPA: 3.85/4.0; Major GPA: 3.9/4.0.

University of Rochester, Computer Science Sep 2021 - May 2022

Overall GPA: 3.8/4.0; Major GPA: 4.0/4.0. Dean's List Fall 2021, Spring 2022.