

MARK SPENCER

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Github: https://github.com/mspen00

ACCOMPLISHMENTS

Adrift - A large scale VR project. Link to trailer, with download link in description: https://youtu.be/4ITqRb EHHs

Skeleton Man Game - A 7-week long project working with a team of 5 people. Link: https://github.com/mspen002/CS180-Skeleton-Game.

Feature Selection Algorithm - Detects features in objects to determine data accuracy::https://github.com/mspen002/CS170-Feature-Selection.

2017 SB Hacks - Participated in UCSB's hackathon in 2017 and won third place in the competition.: https://devpost.com/software/rhythm-hell.

MiniGL Project - Recreated basic functions of the graphics pipeline known as OpenGL: https://github.com/mspen002/CS130-Mini-GL.

EXPERIENCE

Game Designer: 04/2014 - 06/2016 University of California, Riverside UCR Brain Games Center

Psychology Department and Computer Science Department

 Worked on two different projects. One is currently unreleased, and the other is called "Recollect: The Game" available on iTunes app store.

PROFILE

Enthusiastic and creative individual who enjoys problem solving and software development. Possesses exceptional communication skills, a strong positive attitude, and a passion for learning.

SKILLS

C, C++, C#, Java, Python, Node.js, XML MySQL, HTML5, CSS, Git, Android Studio, Unity, Unreal Engine 4, Shell Scripting, Debugging, Linux, Windows 10, Windows XP, Design Patterns, SCRUM, SCONS, Make, Sony Vegas, Camtasia Studio, Photoshop, Premiere

EDUCATION

Bachelor of Science: Computer Science 2014-2018

University of California, Riverside Riverside, CA

High School Graduate (Honors) 2010-2014

Damien High School La Verne, CA

CERTIFICATIONS

CCENT - Pending

LANGUAGES

English: Native

German: Conversational Spanish: Beginner