MARK SPENCER
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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. Productive in both team-based and self-managed environments. Extremely well rounded, a true jack of all trades. Picks up on things extremely quickly and has a strong passion for gaming as a whole.

EXPERIENCE

Game Designer   **04/2014 - 06/2016**
University of California, Riverside   **Riverside, CA**
Brain Games Center
Psychology Department and Computer Science Department
- Developed gaming concepts and ideas to enhance gameplay. Worked with others in unity to create a more cohesive and engaging experience.
- Collaborated with programmers in implementing concepts into practice. Determined what was and wasn't in the skill range of the programming team to create an ideal featureset.
- Designed levels in two different prototype games in Unity. One is currently unreleased, and the other is called "Recollect: The Game" available on iTunes app store.

Recorder/Audio Editor   **06/2009 - 09/2012**
Learning Ally   **Upland, CA**
- Recorded audio books for the blind and dyslexic during my high school years.
- Proof-read and edited sound files for the other volunteers' work.

ACCOMPLISHMENTS

Adrift - A large scale VR project that I single handedly designed and programmed. Direct commendations from Jiasi Chen Ph.D. and Brian Linard Ph.D. 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. Responsible for the creation of all art assets and programming for player character.
Link:https://github.com/mspen002/CS180-Skeleton-Game.

Feature Selection Algorithm - A common practice in A.I.programming which detects features in objects to determine data accuracy. This algorithm is designed to provide optimal features selection based on small or large data sets:https://github.com/mspen002/CS170-Feature-Selection.

2017 SB Hacks - Participated in UCSB's hackathon in 2017 and won third place in the competition. This event was sponsored by Google, Bloomberg, LogMeIn, Firebase and many other industry leaders. While most of submissions were proof-of-concept type of software, our product was the only finished product among the top 3 winners. Link to the page and the game:https://devpost.com/software/rhythm-hell.

MiniGL Project - Recreated basic functions of the graphics pipeline known as OpenGL. This included Z-buffer approach to rendering, clipping, perspective correct interpolation and other basic OpenGL features. Link:https://github.com/mspen002/CS130-Mini-GL.

SKILLS

Programming Languages: C, C++, C#, Java, Python, Node.js, XML
Ancillary Knowledge: MySQL, Git, Android Studio, Unity, Shell Scripting, Debugging
Operating Systems: Linux, Windows 10, Windows XP
Object-Oriented Design: Design Patterns, SCRUM
Build Systems: SCONS, Make
Editing Softwares: Sony Vegas, Camtasia Studio, Photoshop, Premiere

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EDUCATION

Bachelor of Science: Computer Science   **2014-2018**
University of California Riverside   Riverside, CA
Concentration in Software Engineering

High School Graduate (Honors)   **2010-2014**
Damien High School   La Verne, CA
- Completed 26 units of Advanced Placement courses.

LANGUAGES

English: Native
German: Conversational
Spanish: Beginner

REFERENCES

Jiasi Chen (Ph.D from Princeton University, B.S. from Colombia University)
Title: Assistant Professor in the Department of Computer Science and Engineering at UCR
Email: jiasi@cs.ucr.edu

Jon Kemp - 949-690-4295
Title: Director of Engineering and Program Management at Gogo LLC
Email: sandjkemp4585@gmail.com

Robyn Haley - 760-521-7730
Title: Associate Software Engineer at Blizzard Entertainment
Email: Robyn.haley09@gmail.com