



MARK SPENCER
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My Website: <http://markspencer.me/>
Github: <https://github.com/mspen00>

EXPERIENCE

Software Engineer: 12/2018 - Current **JB Hunt**

Fortune 500 trucking company on the forward face of logistic solutions.

- Worked on many different projects. On the Carrier Web App.
- Worked with Azure DevOps, Kubernetes, Docker, and many other industry wide technologies in depth.

Game Designer: 04/2014 - 06/2016 **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.

ACCOMPLISHMENTS

Adrift - A large scale VR project. Link to trailer, with download link in description:

https://youtu.be/4ITqRb_EHs

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

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

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
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LANGUAGES

English: Native
German: Conversational
Spanish: Beginner

