



# Nathan Spencer

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EDUCATION **B.S., Computer Science, Computer Engineering** (Aug. 2014 - Present)  
West Virginia University, Morgantown, WV  
Overall GPA 3.617, UPE President

WORK **Undergraduate Developer** (May 2016 - Present)  
HISTORY West Virginia University Sensory Neuroscience Research Center  
– Used C++ and OpenGL to develop data visualization and annotation tools for VR  
– Built Python pipeline to translate complex graph data into models of neuron structure

**Undergraduate Research Assistant** (May 2015 - July 2015)  
West Virginia University Computer Vision Group  
– Researched and implemented machine learning techniques for food recognition  
– Trained classifiers using deep learning technologies VLFeat and Caffe  
– Contributed a highly competitive model tested on 750k images from 101 classes

**Research Assistant Intern** (June 2012 - Aug. 2012)  
West Virginia University Ultrafast Nanophotonics Group  
– Designed optics setup to probe materials for optical properties  
– Wrote MATLAB scripts to process, analyze, and visualize resulting data

RELEVANT **Bioinformatics Web Scraper** (Sep. 2016 - Oct. 2016)  
PROJECTS – Built scraper using Python modules BeautifulSoup, Requests  
– Scraped 7k+ entries of data on invertebrate vectors of human pathogens  
– Resulting data used by WVU Biology lab group for upcoming publication

SKILLS Some skills will someday be here.

REFERENCES Available upon request.