Nathan Spencer

CONTACT INFORMATION

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WORK HISTORY

Software Developer (May 2016 - Present)
IstoVisio, Inc.

– Developed data visualization and annotation tools for VR in C++, OpenGL
– Contributed to professional version and project management using Git, Redmine

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 Caffee
– 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 and constructed optics setup to probe materials for optical properties
– Wrote MATLAB scripts to process, analyze, and visualize resulting data

TECHNICAL SKILLS

- C++11/14
- Team Communication
- Web Scraping
- Doxygen
- Git & Github
- Image Processing
- CI Tools
- User Interfaces
- Python
- OpenGL
- API Design
- LaTeX

EDUCATION

B.S. Computer Science, Computer Engineering (Aug. 2014 - Present)
West Virginia University, Morgantown, WV
Overall GPA 3.706 / Major GPA 3.698

RELEVANT PROJECTS

Bioinformatics Web Scraper (Sep. 2016 - Oct. 2016)

– Built custom scraper using Python modules Beautiful Soup, Requests
– Scraped 7k+ entries of data on invertebrate vectors of human pathogens
– Acknowledged in research published in *Genome Biology and Evolution*