



# Nathan Spencer

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WORK **Undergraduate Full-Stack Developer** (May 2016 - Present)  
HISTORY Istovisio, Inc.

- Developed novel 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 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

TECHNICAL SKILLS

- C++11/14
- Team Communication
- Web Scraping
- User Interfaces
- Git & Github
- Image Processing
- CI Tools
- L<sup>A</sup>T<sub>E</sub>X
- Python
- OpenGL
- API Design

EDUCATION **B.S. Computer Science, Computer Engineering** (Aug. 2014 - Present)  
West Virginia University, Morgantown, WV  
Overall GPA 3.666 / Major GPA 3.620

RELEVANT PROJECTS **Bioinformatics Web Scraper** (Sep. 2016 - Oct. 2016)

- 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