Nathan Spencer

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Work History

Undergraduate Full-Stack Developer

(May 2016 - Present)

ORY 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 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 optics setup to probe materials for optical properties
- Wrote MATLAB scripts to process, analyze, and visualize resulting data

- User Interfaces - LAT_EX

EDUCATION

SKILLS

B.S. Computer Science, Computer Engineering

(Aug. 2014 - Present)

West Virginia University, Morgantown, WV Overall GPA 3.666 / Major GPA 3.620

Relevant

Bioinformatics Web Scraper

(Sep. 2016 - Oct. 2016)

PROJECTS

- Built scraper using Python modules Beautiful Soup, Requests
- Scraped 7k+ entries of data on invertebrate vectors of human pathogens
- Resulting data used by WVU Biology lab group for upcoming publication