



Nathan Spencer

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WORK **Undergraduate Full-Stack 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

SKILLS Some skills will someday be here.

EDUCATION **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 BeautifulSoup, Requests
– Scraped 7k+ entries of data on invertebrate vectors of human pathogens
– Resulting data used by WVU Biology lab group for upcoming publication

REFERENCES Available upon request.