



# Nathan Spencer

SOFTWARE DEVELOPER

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WORK HISTORY **VR Software Developer** *(May 2016 - Present)*  
IstoVisio, Inc.

- Built hardware-agnostic VR tools and user interfaces using OpenGL, C++
- Developed startup software product which raised \$500k+ of initial seed funding
- Worked directly with 3D graphics & transformations, data I/O, UX design
- Collaborated on development tasks monitored via Redmine project management software
- Wrote readable, maintainable code evaluated through peer reviews of pull requests
- Responsible for full project stack including C++ VR app, Python backend, and JS web app

**Undergraduate Research Assistant** *(May 2015 - July 2015)*

West Virginia University Computer Vision Group

- Researched and applied machine learning techniques to classify images of food
- Trained classifiers using deep learning technologies VLFat and Caffe
- Contributed a highly competitive model tested on 750k images from 101 classes
- Presented findings at West Virginia University Undergraduate Research Symposium

**Student Research Assistant** *(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
- Participated and presented project progress in weekly research group meetings

TECHNICAL SKILLS

o C++11/14	o Python 2.7/3.5	o Java 8
o Git & Github	o Team Communication	o API Design
o OpenGL & GLSL	o User Interfaces	o Image Processing
o RESTful Web Services	o Continuous Integration	o Web Scraping
o API Documentation	o Database Design & SQL	o L <sup>A</sup> T <sub>E</sub> X

EDUCATION **B.S. Computer Science, Computer Engineering** *(Aug. 2014 - May 2018)*  
West Virginia University, Morgantown, WV  
Overall GPA 3.706 / Major GPA 3.698

RELEVANT PROJECTS **Open-Source Autonomous Drone System** *(Oct. 2017 - May 2018)*  
West Virginia University Department of CSEE

- Worked with small team to develop autonomous flight system for quadcopters
- Built custom Android user interfaces using Java 8, Android SDK 26
- Configured automated Gradle build for application and Javadoc documentation
- Contributed to design of backend for handling user accounts and relationships

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

West Virginia University Department of Biology

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