Spencer B. Kam

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EDUCATION

Bachelor of Science Computer Engineering　　　　　　　　　`Sep 2016 - Jun 2020`
University of California, Irvine, Irvine, CA 3.97 GPA

WORK EXPERIENCE

FIRST Tech Challenge (FTC) Robotics Mentor　　　　　　　`June 2016 - Present`
Glen A. Wilson High School, Hacienda Heights, CA
- Provide insight to current Robotics projects as well as volunteer to assist at various events.

SKILLS　　　　　　　　　　　　　　　　Future Classes This Year

Programming Languages	C, Java, CSS, HTML, Python, Bootstrap	EECS 113: Processor HW/SW Interfaces
Microsoft Office	Word, Powerpoint, Excel	EECS 111: System Software
3D Model Designing	SolidWorks	

PROJECTS

Geometry Solver *Javascript/HTML*　　　https://github.uci.edu/sbkam/Geometry_Solver
A web application, made with JSP files, that is used to solve for two types of geometry problems. In both problems, the geometry solver takes in known inputs from users and calculates for as many outputs as possible. The algorithm of the solver involved a continuous loop that solved for particular unknowns. Those previously unknown values would then be added to the list of "known" values, and this loop of solving for unknowns would continue until no other unknown value could be solved for.

Personal Website *HTML, CSS, and Bootstrap*　　　https://github.com/sbkam5/Personal_Website
A collection of HTML and CSS files that are were created for my own personal website. I bought my own domain as well as purchased webhosting service. My website features personal information and it even lists the many academic and personal projects I have completed throughout the years. The url is http://spencer-616.com.

Super Mario Clone *Java*　　　https://github.com/sbkam5/Mario
An app that is meant to function as a Super Mario clone. I used multi-threading to implement a game loop into the application. The app included multiple enemies and power-ups, all of which were their own class objects and had unique interactions with the player. Lastly, I used Rect object methods such as intersect to help account for collision detection so that the player could not move through in game objects such as platforms or piranha plant pots.

HONORS

UCI Deans Honor List *Fall, Winter, Spring Quarters 2016-17, 2017-18, 2018-19*　　University of California, Irvine
Recognized for enrolling full-time and maintaining a GPA of 3.5 or higher

UCI Discover Scholarship *April 2016*　　　　　　　　　University of California, Irvine
Awarded for academic excellence in high school and community involvement.

Professional Engineers in California Government Scholarship (PECG) *September 2017*　　　PECG
Awarded for academic excellence.

Tau Beta Pi Engineering Honor Society *Spring Quarter 2018*　　　　　　Tau Beta Pi
Awarded membership into the Tau Beta Pi Engineering Honor Society for academic excellence.

Eta Kappa Nu Electrical & Computer Engr Honor Society(IEEE) *Winter Quarter 2018*　　Eta Kappa Nu
Awarded membership into the Eta Kappa Nu Electrical and Computer Engineering Honor Society for academic excellence.