Spencer Pearson

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EDUCATION

U. WASHINGTON
Master of Science
Computer Science
GPA 3.72; 2015–2017
Concentration: Software Engineering

UC SANTA BARBARA
Bachelor of Science
Physics, Computer Science
GPA 3.98; 2010-2015

ACTIVITIES

Seattle Rationality [Organizer] | 2015-
[[Something something world optimization cognitive biases]]

Seattle Effective Altruism | 2016-
[[Something something world optimization blood of the young]]

SKILLS

Expert in
- Python
- Bash
- Git

Proficient with
- Java
- C/C++
- Ruby (incl. Rails)
- JavaScript (incl. jQuery)
- Haskell
- Racket
- Mathematica
- SQL

PUBLICATIONS

EVALUATING AND IMPROVING FAULT LOCALIZATION
2015 - 2017
- Led six-person research team over two years
- Demonstrated systematic methodological flaw in nearly all existing fault localization research
- Developed novel class of automated debugging tools
- Won 3rd place in 2016 ACM Student Research Competition, describing the research in a poster and presentation at a conference
- [[Cited from U. Texas, U. Massachusetts]]?

EXPERIENCE

APPFOLIO | Software Engineering Intern
Summers 2014, 2015
- Built a full-stack application enabling custom information sharing and payments between property managers and property owners on the AppFolio platform
- Built a new user experience for executing and viewing complex database queries

ZENTOPY | Software Engineering Intern
Summer 2013
- Iteratively improved a full-stack cloud file storage application,
- bar

PROJECTS

BROWSERGUI | Ultra-portable Python GUI library
github.com/speezepearson/browsergui
- Runs a GUI in the only frontend every computer has: a browser
- Works out-of-the-box on every major OS / Python version
- Extensive introduction and documentation
- Thoroughly abstracted to maintain the feel of Python, not a wrapper

PANFIG | Tool for figure definitions in Markdown
github.com/speezepearson/panfig
- Pandoc plugin enabling Markdown files to describe how to generate figures
- Removes the need for accompanying scripts and build processes