

Spencer Seeger

☎ (630) 608 9926 | ✉ seeger.spencer@gmail.com | 🌐 www.spencerseeger.com | 📍 Frederick, CO

EXPERIENCE

Google

Boulder, CO

Software Engineer

Jan 2022 – Present

- Designed and implemented re-ordering of delivery of machines enabling usable machines faster
- Added functionality that lets users see blocking projects and estimated start and times
- Improved internal diffing libraries to enable easy diffing and visualization of diff between protos for all of Google
- Enhanced status messages between products to improve visibility into current deployment statuses
- Developed and launched a new UI in Angular for an internal workflow execution engine

Microsoft

Bellevue, WA

Software Engineer

July 2022 – Jan 2022

- Maintained and developed code that supported search across O365 (ex. SharePoint, Outlook, etc.)
- Developed and lead project to reduce exceptions to increase stability and reduce RAM and CPU usage
- Reduced logging size by 20% to reduce disk space usage and improve query performance
- Enhanced logging that enabled developers to root cause bugs and resolve customer escalations faster
- Identified slow running tests and reduced the running time by 15% (10+ minutes per run)

Sam's Club Technology

Bentonville, AR

Software Engineer

July 2018 – July 2020

- Developed and deployed a chatbot to answer questions 10x faster than traditional methods
- Scaled and improved general performance to serve 500 queries per second
- Designed and implemented a training pipeline for natural language understanding machine learning models
- Enabled horizontal scaling by implementing a messaging bus to keep all machines in sync with current data
- Maintained and added features to the developer portal so users could easily search for conversation flows

Brigham Young University

Provo, UT

Research Assistant

May 2016 – April 2018

- Assisted in developing a language representing conceptual models and wrote an interpreter for that language
- Developed a Java program to represent novel conceptual model, imports data and validates data for errors
- Presented at RootsTech showing people how to use the tool to find errors in their family tree data

SKILLS

Languages: Go, C/C++, C#, Java, Python, JavaScript, TypeScript, SQL

Technologies: SpringBoot, Node.js, React, Angular, MySQL, MongoDB, Git, Docker, GCP, TensorFlow

ACHIEVEMENTS

US Patent WO2020223122A1

Systems and methods for processing retail facility-related information requests of retail facility workers

Ontological Deep Data Cleaning – Published 2018

EDUCATION

Brigham Young University

Provo, UT

BS, Double Major in Computer Science Statistical Science with Minor in Math

2014 – 2018

Western Governors University

Remote

MS, Data Analytics

2024 – Present

PROJECTS

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- Built using React as the template and Gatsby to prouduce static files to host
- Developed an AI Connect 4 bot that uses Monte Carlo Tree Search to estimate the next best move
- Created an ML model using auto encoders to encode a 2d space into a "handwritten character" using pytorch and onnx