SPENCER SEEGER

(630)-608-9926   seeger.spencer@gmail.com

Bachelors in Statistics and Computer Science, minor in Mathematics.
Graduated April 2018, Brigham Young University

PROFESSIONAL EXPERIENCE

Sam's Club Technology, Bentonville, AR

Software Engineer, July 2018 – Present

- Helped develop a chat bot that faces customers and employees that can provide answers with data specific to the customer or employee
- Scaled and improved performance of chat bot to support 500 requests per second
- Designed and implemented automatic training of natural language understanding machine learning models
- Implemented a messaging bus and queue to notify concurrently running servers of updates that have been made to the database
- Added training webpages in Angular 5 to validate the performance and accuracy of ML models

Family History Research Lab (BYU), Provo, UT

Research Assistant, May 2017 – April 2018

- Assisted in developing a language that represents conceptual models and wrote an interpreter for that language
- Built a Java program that represents a user written conceptual model and then imports data associated with that model and checks for errors with the data
- Led project team to manage development and deployment of the conceptual model, and implemented interventions to remove barriers of usage

Computer Science Department (BYU), Provo, UT

Lab Supervisor / Teaching Assistant for Advanced Programming Concepts, May 2016 – April 2018

- Co- developed and managed deployment of curriculum from Java applications for desktop to include Android applications
- Created a shell script that students use to run and test Java server code
- Mentored students to improve learning with a focus on course curriculum, Java, SQL, and Android

ACHIEVEMENTS

SYSTEMS AND METHODS FOR PROCESSING INFORMATION REQUESTS OF RETAIL FACILITY WORKERS ASSOCIATED WITH THE RETAIL FACILITY (Ask Sam Associate Digital Assistant) – Patent 81377928

US PTO – Application Number: 62/840,991 – Filed April 30, 2019

Ontological Deep Data Cleaning – Publication

Springer – September 26, 2018

PROJECTS

GoodEats – A restaurant review app that also allows users to review foods at the restaurant

- Using Java SpringBoot and Hibernate for the backend API and data storage in SQL
- Building a SPA using React to build pages that are easy to read and easy to help contribute new restaurants
- Validating Users via Google Firebase using the javascript library and the java admin sdk

Dots – Dot tapping game, tap the dots before they disappear

- Developed a game in Google's cross platform framework flutter
- Wrote it based upon good programming practices to allow for easy additions to new game modes

WhatsUp – Event app to help people find events in their area on given dates

- Developed API using Java Spring boot and native SQL statements to access data in a SQL database
- Coding iOS mobile app in swift but, will be changing to flutter in the future to consolidate to a singular mobile codebase

Recreated Twitch Plays Pokémon

- Used AWS and NodeJS to run the server on the cloud
- Wrote Python script to pull and parse commands from the AWS server
- Used a Raspberry Pi and command line tools to run the emulator and upload the current game state

ADDITIONAL SKILLS

- Experience with JIRA, SCRUM, and KANBAN
- Knowledge and experience with Object Oriented and Functional Programming languages
- Proficient with Linux, macOS, and Windows Operating Systems
- Worked with many different languages and frameworks for both web and backend