

# Spencer Melnick

COMPUTER HARDWARE / SOFTWARE ENGINEER

☎ (717) 599-0910 | ✉ smelnick97@gmail.com | 🏠 spencermelnick.net | 📄 github.com/spencer-melnick

## Education

### Temple University

Philadelphia, PA

B.S. in Electrical Engineering w/ Computer Engineering Concentration

Aug. 2015 - May 2020

- Temple IEEE Award for Academic Excellence (Spring 2018)
- Dean's List (Spring 2016 - Fall 2017)
- President's Scholarship Recipient
- 3.4 GPA

## Work Experience

### Temple University Computer Science Department

Philadelphia, PA

Undergraduate Research Assistant

Sep. 2018 - March 2019

- Developed software implementations for theoretical algorithms.
- Designed, built, and analyzed simple circuits.
- Contributed to published research.

### Temple University School of Architecture

Philadelphia, PA

Technical Support

Aug. 2015 - May 2018

- Assisted students in proper operation of laser engraving systems.
- Provided general support for computer systems and printing.
- Created a simple application for calculating the cost of lab services.
- Developed skills in 3D modeling and digital fabrication.

## Extracurricular Activities

### Temple Robotics

Philadelphia, PA

Vice President

Aug. 2018 - March 2019

- Facilitated communication between club officers and faculty advisors.
- Scheduled officer and general body meetings.
- Planned semester events and activities.

### Temple Robotics

Philadelphia, PA

Member

Sep. 2017 - May 2018

- Collaborated with team members to plan software architecture and project milestones.
- Programmed software nodes for the ROS system.
- Developed a user interface for remote operation of a robot.
- Competed alongside team members at 2018 NASA Robotic Mining Competition.

### Amateur Game Developer

Software Engineer

June 2007 - Present

- Developed interactive 2D and 3D applications from the ground up.
- Designed low level memory management systems and implemented performance optimized algorithms.
- Gained skills with a variety of programming languages, APIs, and software.
- Produced games in a variety of game engines while collaborating with teams of artists, designers, and musicians.

## Skills

**Programming Languages:** C, C++, C#, Java, Javascript, Python, MATLAB, HTML, CSS, Verilog, HLSL, GLSL

**Software:** Visual Studio, Git, CMake, gcc, Unreal Engine, ROS, Microsoft Office, Photoshop, Illustrator, Blender