

# Spencer Boggs

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## EDUCATION

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**California State University, Long Beach | Long Beach, CA**

**B.S. in Computer Science | GPA: 3.5**

**May 2027**

**Relevant Courses:** Data Structures, Algorithms, Discrete Structures, Object Oriented Development, Computer Architecture, System Programming, Digital Logic and Assembly Programming, Operating Systems, Database Fundamentals

## TECHNICAL SKILLS

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**Programming:** C++, Python (Flask), Java, JavaScript (Node.js, React.js), SQL, HTML, CSS

**Technical Tools:** Git, GitHub, Visual Studio Code, IntelliJ IDEA, VIM

**Operating Systems:** Windows 10/11, Linux

## PROJECTS

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### Internships Filter

- Developed a Flask app to fetch and display internship listings from popular GitHub Internship README repositories. Users can filter listings by company, role, and location, including exclusion filters (e.g., -remote).
- Tracks application status and displays results in an interactive table.
- Used Flask for the web framework and requests for data fetching.

### Video Transcriber

- Developed a Python script to transcribe speech from video files (.mp4, .mov) and generate subtitles
- Converts video to .wav format, analyzes audio, and overlays subtitles directly onto the video.
- Utilized libraries such as Whisper for speech recognition, numpy for data handling, moviepy for video processing, and Pillow for subtitle rendering.

### Pong Local Multiplayer

- Developed a local multiplayer Pong game utilizing JavaScript and the HTML5 Canvas.
- Implemented realistic physics for paddle and ball interactions, dynamic ball speed adjustments, and a retro CRT-style interface featuring scanlines and noise effects.
- Designed responsive controls for two players and integrated real-time score tracking.

### GitHub Trend Analyzer

- Built a Flask app to scrape and display trending GitHub repositories with details like stars, daily growth, and descriptions.
- Used BeautifulSoup for scraping, JSON for data storage, and HTML/CSS for a responsive UI, enabling sorting and dynamic updates.

## EXTRACURRICULAR EXPERIENCE

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### Robotics Team 7042 | Team Captain

**August 2022 - June 2023**

- Led the team to the FIRST Robotics World Championship in 2023.
- Assisted in programming using Java and the WPILib framework to control key robot functions.
- Demonstrated leadership, teamwork, and problem-solving skills in a highly competitive, fast-paced environment.
- Coordinated team efforts in robot design, strategy development, and competition preparation.