Spencer Hance

Quality: January-July 2018
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Education

Northeastern University

Boston, MA

Bachelor of Science, Computer Engineering

December 2018

- IEEE (Treasurer Fall'16, Fall'17)
- Beta Gamma Epsilon Engineering Fraternity (Vice President Fall'17)

Relevant Coursework

- High Performance Computing (**PThreads, OpenMP, OpenMPI, CUDA**), Software Security, Networks, Computer Systems (**x86**), Algorithms (**C++**), Digital Logic Design (**Verilog, FPGA, MIPS**), Embedded Design (**C, FPGA**)

Relevant Experience

Advanced Micro Devices (AMD)

Boxborough, MA

GPU Architecture Co-op

January - July 2017

- Researched new GPU compressed cache designs and presented at internal innovation expo
- Contributed to cache simulator (C++) and gained 3x speedup on runtime
- Designed simulation framework (Bash, Python) to run and analyze large-scale experiments on LSF cluster
- Implemented unit testing framework and increased code coverage

EnerNOC Boston, MA

Performance Engineering Co-op

January - December 2016

- Created automated tests to measure web-application performance using JMeter and LoadRunner
- Ported a core algorithm to **Python/OpenCL** and gained a 7x speedup
- Developed a **MEAN.** is application to generate and load test data from Hadoop cluster
- Implemented status pages to monitor production services

NU Computer Architecture Research Group

Boston, MA

Undergraduate Researcher

October 2014 - Present

- International Supercomputing Competitions (SC'15, SC'16, ISC'17, SC'17)
 - · Achieved the competition record of the HPCG benchmark at ISC'17
 - · Evaluated performance of scientific applications and optimized them for the system
 - · Troubleshooted the High Performance Computing software stack
 - · Won the "MacGyver Award" for sourcing and building an HPC cluster in 6 hours
- Multi2Sim Heterogeneous System Simulator
 - · Ported over 15,000 lines of **C** to **C++** for a full application rewrite
 - Developed unit tests with Google Test for automated code validation
 - · Analyzed x86 application patterns with Valgrind for more efficient simulation
- Fault Injection Tool
 - Developed a bash tool to run massive GPU fault injection simulations for reliability studies
 - · Utilized **Python** and SQLite3 to analyze simulation results

Technical Skills

Languages: Python (Pandas, NumPy, Matplotlib), C(++), Bash, Verilog, JavaScript (MEAN.js)

Technologies: Linux, HPC Concepts, LaTeX, Git, Perforce, GDB, LSF, Splunk, JMeter

Certifications: CompTIA A+