Spencer Leff

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EDUCATION

California State University, Chico
B.S. in Computer Science
August 2019 – May 2023, **3.573 GPA**

EXPERIENCE

Software Engineering Internship: Chevron
June 2022 – August 2022
Frontend Development: Angular, OpenLayers, Plotly

- Worked with the EPI (Early Performance Indicators) team, which predicts events such as optimal location to dig wells, and degradation of well health. This product was housed on Spotfire, which is being decommissioned by Chevron. Therefore, a new solution was necessary to host the EPI product for its future development
- Built an Angular application with the core functionalities of the EPI product:
  - Interactive Map System displaying wells that are populated from filter selection
  - Data selection is sent to EPI's machine learning algorithms, and displays the returned predictive graph. Data secured by retrieving via REST API

Software Engineering Internship: Chevron
June 2021 – August 2021
Backend Development: C#, Azure

- Implemented an automated script to store vendor shipment files into their designated Azure Blob Storage Container. Files were previously saved on-premises
- Data security ensured through the use of Azure Key Vault
- Introduction to the Agile development framework

Swift App Development: Piano...
October 2019 – April 2020
Frontend & Backend Development: Swift 5

- Worked with the original app creator to update an existing Piano IOS application from Objective-C to Swift 5 in order to meet new App Store requirements

PROJECTS

Spencerleff.com – My personal website (**spencerleff.com**)

Hambre – A website dedicated to providing restaurant suggestions based on the user's food preferences in Chico, California (**hambreapp.github.io**)

Looking For Game – Group finding service for tabletop RPG games such as Dungeons & Dragons, Pathfinder, and more (**github.com/ChicoState/Looking-For-Game**)

TECHNICAL SKILLS

C++, C#, C, Angular, Python, Swift, Azure, Django, Javascript, HTML, CSS, Agile