

# Spencer Yue

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OBJECTIVE	Summer internship in software engineering or web development.	
EDUCATION	<b>Bachelor of Science, Computer Engineering Honors</b> The University of Texas at Austin GPA: 3.84/4.00	MAY 2019
SKILLS	TypeScript/JavaScript, Python, C++, CUDA, MATLAB, React	
WORK EXPERIENCE	<b>Tietronix Software Inc., Software Intern</b> ( <a href="https://github.com/spenceryue/OpenBCSim">https://github.com/spenceryue/OpenBCSim</a> ) <ul style="list-style-type: none"><li>Modified an open-source ultrasound imaging simulator to apply the Spatial Impulse Response algorithm in CUDA and C++.</li><li>Implemented a Python API with <code>pybind11</code> and <code>ATen</code> to manage GPU memory.</li><li>Configured <code>CMake</code> to use <code>clang/lld</code> on Windows for faster builds.</li></ul>	JUN – AUG 2018
PROJECTS	<b>Solar Monitoring Project</b> ( <a href="https://github.com/santoso-solar-monitoring-project">https://github.com/santoso-solar-monitoring-project</a> ) <ul style="list-style-type: none"><li>Built a real-time dashboard app to visualize solar panel performance for a UT research lab.</li><li>Written exclusively with <code>React Hooks</code> to learn the new API.</li><li>Designed a simpler pattern for type-safe, deeply-nested, inheritable default arguments using <code>Immutable.js</code> and TypeScript generics.</li></ul>	JAN – PRESENT
	<b>videomag</b> ( <a href="https://github.com/spenceryue/videomag">https://github.com/spenceryue/videomag</a> ) <ul style="list-style-type: none"><li>Built a video filtering app implementing the Eulerian Video Magnification algorithm to reveal subtle changes from a user's web camera.</li><li>Wrote the Laplacian pyramid in C and compiled to <code>WebAssembly</code> to run in the browser using <code>emscripten</code>.</li><li>Modified the original color filtering algorithm to run in real-time using a windowed DTFT.</li></ul>	OCT – DEC 2017
	<b>StudyParty</b> ( <a href="https://github.com/spenceryue/chairs">https://github.com/spenceryue/chairs</a> ) <ul style="list-style-type: none"><li>Made a location sharing app for two popular study locations at UT with indoor 3D floor plans.</li><li>Implemented 3D models using SVGs, CSS transforms, and <code>Sass</code>.</li></ul>	MAR – MAY 2017
COURSES	Operating Systems, Algorithms, Data Science Principles, Software Lab, Complex Analysis ( Grad ), Real Analysis ( Grad ), Topology I, Algebra I	
AWARDS	<b>Silver Medal</b> ( 92 <sup>th</sup> percentile ) in HackerRank Week of Code 36	FEB 2018
	<b>Silver Medal</b> ( 90 <sup>th</sup> percentile ) in HackerRank HourRank 25	JAN 2018

