

## Spencer Yue

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<b>Education</b>	<b><i>Bachelor of Science, Computer Engineering</i></b> , May 2019 The University of Texas at Austin GPA: 3.83/4.00
<b>Courses</b>	<b><i>Computer Engineering</i></b> : OS, Data Science Principles & Lab, Algorithms, Software Design I, II, & Lab, Digital Image/Video Processing, Linear Systems and Signals, DSP, Distributed Systems <b><i>Math</i></b> : Real Analysis I & II, Number Theory, Linear Algebra, Discrete Mathematics, Stochastic Processes, Probability I, Differential Equations, Calculus I–III <b><i>MOOC</i></b> : Intro to Parallel Programming, Web Developer Bootcamp
<b>Projects</b>	<b><i>videomag</i></b> ( <a href="https://github.com/spenceryue/videomag">https://github.com/spenceryue/videomag</a> ) <ul style="list-style-type: none"><li>▪ Implemented Eulerian Video Magnification algorithm from scientific literature in C</li><li>▪ Ported to WebAssembly using emscripten to run with JavaScript in a web browser</li></ul> <i>Tags: JavaScript, C, WebAssembly, emscripten, CSS, HTML, MATLAB, Image Processing</i> <b><i>Pintos</i></b> <ul style="list-style-type: none"><li>▪ Built the process scheduler, user program support, virtual memory manager, and file system of Pintos operating system.</li><li>▪ Designed thread-safe data structures and policies using low-level synchronization primitives.</li><li>▪ Practiced code review, pair programming, version control, and organizing team schedules.</li></ul> <i>Tags: C, GDB, Bash, Make, Multithreaded Programming, Git</i> <b><i>Cpp</i></b> ( <a href="https://github.com/spenceryue/Cpp">https://github.com/spenceryue/Cpp</a> ) <ul style="list-style-type: none"><li>▪ Explored features of C++17 including template metaprogramming, the standard library, and best practices.</li><li>▪ Learned to use build tools such as CMake to manage and customize build configurations for large projects.</li><li>▪ Analyzed and customized the CUDA C++ compilation process to use a different compiler and build environment without Visual Studio dependencies.</li></ul> <i>Tags: C++17, CUDA C++, Git, CMake, Bash, Sublime, MinGW, Windows Linux Subsystem</i> <b><i>StudyParty</i></b> ( <a href="https://github.com/spenceryue/chairs">https://github.com/spenceryue/chairs</a> ) <ul style="list-style-type: none"><li>▪ Built a web application to share one's location on campus with an interactive 3D interface.</li><li>▪ Designed and animated 3D object models using CSS transforms and Sass preprocessing.</li><li>▪ Researched browser rendering process to create a performant and engaging experience.</li></ul> <i>Tags: CSS/Sass, SVG, HTML, JavaScript, Front-End Web Design</i>
<b>Skills</b>	Python, C, C++, Java, JavaScript, MATLAB, CSS, HTML, CUDA C++, TensorFlow, Bash
<b>Awards</b>	Noble Educational Fund Scholarship of \$15,000 (2014) UT Austin Engineering Honors Program, Scholarship of \$5,000 (2014) Silver Medal in HourRank 25 HackerRank Competition (2018) Silver Medal in Week of Code 36 HackerRank Competition (2018)