

# Spencer Yue

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

