Spencer Yue

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OBJECTIVE

Summer internship in front-end web development.

EDUCATION

Bachelor of Science, Computer Engineering Honors (May 2019)

The University of Texas at Austin

GPA: 3.84/4.00

SKILLS

React, JavaScript / TypeScript, CSS / Sass, Python, C++, Bash

WORK EXPERIENCE **Tietronix Software Inc., Software Intern** (Jun 2018 – Aug 2018)

- Extended an <u>open-source</u> ultrasound imaging <u>simulator</u> to apply the <u>Spatial</u> Impulse Response algorithm.
- Built a Python wrapper with pybind11 and ATen to manage GPU memory.
- Configured CMake with clang and lld for faster builds.
- Link: https://github.com/spenceryue/OpenBCSim.

PROJECTS

Solar Monitoring Project (Current)

- A dashboard app to monitor solar panel performance for a UT research lab.
- Built with React, TypeScript, and Google Firebase.
- An experiment in TypeScript Generics, React Hooks, D3, three, & Immutable.
- Link: https://github.com/santoso-solar-monitoring-project/main-page.

videomag (Oct 2017 – Dec 2017) [https://github.com/spenceryue/videomag]

- A video filtering app to amplify small changes from user's web camera.
- Implemented in C the Eulerian Video Magnification algorithm.
- Built with JavaScript and WebAssembly (compiled with emscripten).

StudyParty (Mar 2017 – May 2017) [https://github.com/spenceryue/chairs]

- A location sharing app for study locations at UT with 3D indoor building maps.
- Built with SVG, CSS 3D transforms, and Sass preprocessing.

COURSES

Operating Systems, Algorithms, Software Design Lab, Data Science Principles, Real Analysis (Graduate), Complex Analysis (Graduate), Topology I, Algebra I

AWARDS

Silver Medal (92th percentile) in <u>Week of Code 36</u> HackerRank Competition (2018) Silver Medal (90th percentile) in <u>HourRank 25</u> HackerRank Competition (2018)