

# Spencer Yue

10624 Galsworthy Ln   Austin, TX 78739  
spenceryue@utexas.edu   405 308 7014



OBJECTIVE	Summer internship in front-end web development.
EDUCATION	<b>Bachelor of Science, Computer Engineering Honors</b> (May 2019) The University of Texas at Austin GPA: 3.84/4.00
SKILLS	React, JavaScript / TypeScript, CSS / Sass, Python, C++, Bash
WORK EXPERIENCE	<b>Tietronix Software Inc., Software Intern</b> (Jun 2018 – Aug 2018) <ul style="list-style-type: none"><li>Extended an <u>open-source ultrasound imaging simulator</u> to apply the <u>Spatial Impulse Response algorithm</u>.</li><li>Built a Python wrapper with <u>pybind11</u> and <u>ATen</u> to manage GPU memory.</li><li>Configured <u>CMake</u> with clang and lld for faster builds.</li><li>See <a href="https://github.com/spenceryue/OpenBCSim">https://github.com/spenceryue/OpenBCSim</a>.</li></ul>
PROJECTS	<b>Solar Monitoring Project</b> (Current) <ul style="list-style-type: none"><li>A <u>dashboard app</u> to monitor solar panel performance for a UT research lab.</li><li>Built with <u>React</u>, <u>TypeScript</u>, and <u>Google Firebase</u>.</li><li>An experiment in using <u>React Hooks</u>, <u>D3.js</u>, <u>three.js</u>, and <u>Immutable.js</u>.</li><li>See <a href="https://github.com/santoso-solar-monitoring-project/main-page">https://github.com/santoso-solar-monitoring-project/main-page</a>.</li></ul> <b>videomag</b> (Oct 2017 – Dec 2017) [ <a href="https://github.com/spenceryue/videomag">https://github.com/spenceryue/videomag</a> ] <ul style="list-style-type: none"><li>A <u>video filtering app</u> to amplify small changes from user's web camera.</li><li>Implemented in <u>C</u> the <u>Eulerian Video Magnification algorithm</u>.</li><li>Built with <u>JavaScript</u> and <u>WebAssembly</u> (compiled with emscripten).</li></ul> <b>StudyParty</b> (Mar 2017 – May 2017) [ <a href="https://github.com/spenceryue/chairs">https://github.com/spenceryue/chairs</a> ] <ul style="list-style-type: none"><li>A <u>location sharing app</u> for study locations at UT with 3D indoor building maps.</li><li>Built with <u>SVG</u>, <u>CSS 3D transforms</u>, and <u>Sass preprocessing</u>.</li></ul>
COURSES	Operating Systems, Algorithms, Software Design Lab, Data Science Principles, Real Analysis (Graduate), Complex Analysis (Graduate), Topology I, Algebra I
AWARDS	Silver Medal (92 <sup>th</sup> percentile) in <u>Week of Code 36</u> HackerRank Competition (2018) Silver Medal (90 <sup>th</sup> percentile) in <u>HourRank 25</u> HackerRank Competition (2018)

