

Spencer Yue

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