## 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, Bash

WORK

Tietronix Software Inc., Software Intern (June 2018 – August 2018)

**EXPERIENCE** 

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

**PROJECTS** 

## **Solar Monitoring Project** (Ongoing)

- A <u>dashboard app</u> to monitor solar panel performance in real-time.
- Built with React, TypeScript, and Google Firebase.
- See https://github.com/santoso-solar-monitoring-project/main-page.

## videomag (October 2017 – December 2017) [https://spenceryue.me/videomag]

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

## StudyParty (March 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.

**AWARDS** 

Silver Medal (92<sup>th</sup> percentile) in Week of Code 36 <u>HackerRank Competition</u> (2018) Silver Medal (90<sup>th</sup> percentile) in HourRank 25 <u>HackerRank Competition</u> (2018) Noble Educational Fund <u>Scholarship</u> of \$15,000 (2014) UT Austin Engineering Honors Program, <u>Scholarship</u> of \$5,000 (2014)

**COURSES** 

Operating Systems, Algorithms, Software Design Lab, Senior Design