Spencer Louis Poisseroux

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EDUCATION

Pace University, Seidenberg School of Computer Science & Information Systems	New York, NY
B.S. Computer Science, Minor in Digital & Time-Based Art	May 2021

GPA 3.48

TECHNICAL SKILLS

Programming Languages: Python, Java, React Native, React, C, C++, C#, HTML/CSS, JavaScript, UNIX, Prolog

Software: Github, Azure, Unity, Unreal, Blender, Adobe CC, Substance, Ableton Live, PureData

PROJECTS

TCP-like Reliability Over UDP Protocol   April 2021
- Created a reliable UDP transfer protocol in Python using no external libraries.
- Created tests to ensure protocol reliability success and compare to TCP reliability.

Android Planner App   April 2021
- Created a daily planning/scheduling app for students, using Android Studio with Java.
- Development was done using SCRUM methodology in a team of four students.

Chrome Customizer Extension   May 2020
- Chrome extension created with JavaScript and Chrome API to store user data and return states on different systems
- Allows toggling of dark mode, setting of custom webpage colors, addition of background images, and setting the amount of divs to be affected

Dungeon Crawler   May 2020
- Created a 2D infinite and procedurally generated dungeon crawler where the player must collect items and avoid enemies to stay alive and see how many floors they can traverse.
- Utilized animation trees, sound managers, and algorithms to spawn floors to make the game dynamic and engaging.

Perspective Puzzle (Global Game Jam 2020)   February 2020
- Created a Unity 3D puzzle game where the player pieces together a broken statue using the camera's perspective (which the user can control) to aid in the process. Statue assets created in Blender, version control with GitHub.

Event Planning iOS App   October 2019
- Created an iOS events listing app with React Native implementing dynamic animations and Firebase to store data
- Utilized Expo Client, Visual Studio Code, and GitHub to improve workflow and collaboration

EXPERIENCE

IBM   New York, NY
Data Engineer   April 2022 -
- Gather and collect data, store it. Do batch/real-time processing on it and serve it via an API to a Data Scientist.
- Work closely with Data Architects to determine which data management systems are appropriate, and with Data Scientists to determine which data is needed for analysis.

NYU Langone Health, Database Intern   New York, NY
Student Intern   January 2019 – May 2019
- Use AirWatch to build new devices on the NYU Langone system; GroundControl to manage all NYU devices
- Utilize Active Directory to manage and migrate print servers