

Spencer Louis Poisseroux

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EDUCATION

Pace University, Seidenberg School of Computer Science & Information Systems
B.S. Computer Science, Minor in Digital & Time-Based Art
GPA 3.48

New York, NY
May 2021

TECHNICAL SKILLS

Programming Languages: Python, Java, React Native, React, C, C++, C#, HTML/CSS, JavaScript, SQL
Software: Github, Kubernetes, DBeaver, Unity, Blender, Adobe CC, IBM, Azure

PROJECTS

Unity Adventure Game: Nocturne October 2023

- Full release and ongoing updates of a narrative game with point-and-click, first-person, and inventory mechanics
- Tech stack includes Ableton, Aseprite, Blender, GitHub, Notion, Photoshop, Premiere Pro, and Visual Studio

Completed Client Projects July 2023

- Work with clients to complete POCs, MVPs, and full deliverable solutions in the data science/engineering space.
- Clients included large universities, state and federal branches, state police department, among others.

University Data Governance January 2023

- Worked with a large university to implement better pipelines, governance, and metadata enrichment for its data.
- Work included democratization of data, making sure it is available to who needs it, and ongoing support.

Data Topology Analyzer September 2022

- Used Python to make a tool that created in-depth visualizations for clients/engineers to understand the topology of a clients' data to see if migration to a new platform was possible before proper tools were available for complex data.
- Used Python libraries such as Matplotlib, Pandas, Requests, Python-PPTX, os, etc.

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 and Firebase integrations.
- Development was done using SCRUM methodology in a team of 4 students using Notion and Github.

EXPERIENCE

IBM New York, NY
Data Engineer April 2022 – July 2023

- 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.

ISI Language School Tokyo, JP
Japanese Language Student July 2023 –

- Full time student enrolled in upper intermediate courses.