Spencer Louis Poisseroux

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EDUCATION

Pace University, Seidenberg School of Computer Science & Information Systems — New York, NY
Bachelor of Science (B.S.) in Computer Science, Minor in Digital & Time-Based Art — June 2021
GPA 3.41

TECHNICAL SKILLS

Programming Languages: Python, Java, React Native, React, C, C++, C#, HTML/CSS, JavaScript, UNIX, Prolog, SML
Software: Eclipse, VSC, Git, Unity, Unreal, Cinema4D, Blender, Processing3

PROJECTS

CPU Scheduler Simulator — November 2020
- Created a single core CPU process scheduler simulator from scratch with Java in Eclipse IDE that runs in real time
- Program intakes parameter files that define simulation time, quantum time, context switch time, average process length, average creation time, IO process time, and average IO service time to generate events in the scheduler

Price Compare Website — August 2020
- Used React, NodeJS, Python, React Bootstrapper, and React Router to create a dynamic website where a user can find lowest prices for product between different websites
- Custom Python scripts access APIs or scrape information (depending on API access) to return data to the user

Chrome Customizer Extension — May 2020
- Chrome extension created with JavaScript and Chrome API to allow toggling of dark mode, setting of custom webpage colors, addition of background images, and setting the amount of divs to be affected

VR World — April 2020
- Utilized Cinema4D to model environment, buildings, and characters for a VR world from scratch
- Utilized Unity to manage assets and add VR functionality and interactions with Oculus development kit

Pixel Extrusion Art Installation — March 2020
- Created an original Processing3 script that extrudes pixels from a preset video in 3D space with positioning based on analysis of both the brightness of each pixel, and amplitude of the audio
- Shown at Pace University Gallery as an installation

3D Perspective Puzzle Game — February 2020
- Created a game where the player moves a camera to achieve the correct perspective to successfully repair a statue
- Created in Unity C#, assets created in Blender, with extensive GitHub use for collaboration for Global Game Jam 2020

Event Planning iOS App — October 2019
- Created an iOS events app with React Native with dynamic animation and Firebase to store and display event info
- Utilized Expo Client, Visual Studio Code, and Github for version control to improve workflow and collaboration

EXPERIENCE

NYU Langone Health, EPIC Desktop Support — New York, NY
Student Intern — January 2019 – June 2019
- Used AirWatch to build new devices on the NYU Langone system; GroundControl to manage all NYU Langone devices
- Utilized Active Directory to manage and migrate print servers

Information Technology Services at Pace University — New York, NY
ITS Staff — June 2018 – Present
- Work with students, faculty, and staff to resolve any technological problems that arise and manage computer labs
- Utilize Help Desk ticketing system; create tickets for any request that fell out of ITS' ability to control