

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	May 2021
GPA 3.49	

TECHNICAL SKILLS

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

PROJECTS

TCP-like Reliability Over UDP Protocol	April 2021
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- 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
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- 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
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- 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

VR World	April 2020
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- Utilize Cinema4D to model the environment, buildings, and characters for the virtual reality world from scratch.
- Imported assets into Unity and used Oculus development kit to implement VR compatibility and interaction.

Dungeon Crawler	May 2020
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- 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
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- 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
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- 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

NYU Langone Health, EPIC Desktop Support	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 L. devices
- Utilize Active Directory to manage and migrate print servers

Information Technology Services at Pace University	New York, NY
ITS Staff	June 2018 – March 2020

- 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