

# 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

New York, NY  
May 2021

GPA 3.48

## TECHNICAL SKILLS

**Programming Languages:** Python, Java, React Native, React, C, C++, C#, HTML/CSS, JavaScript, UNIX, Prolog  
**Software:** Github, Unity, Unreal, Blender, Adobe CC, Substance, Ableton Live, Audacity, 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, 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