


# Spencer Fulgham

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## EDUCATION

Bachelors of Science in Computer Science,  
Minor in Mathematics  
**University of California, Santa Cruz**

-  09/2018 - Ongoing
- Graduation date: June 17, 2022
  - GPA: 3.56

## PROJECTS


### Groupify :: Product Owner & Lead Developer

 03/2021 - 06/2021  
 <https://shams.pythonanywhere.com/groupify/>

Groupify is a deployed multipage web application that makes listening to music a more social experience — allowing users to recommend songs, listen to music together in real time, and more.

- My Role: Researching and integrating libraries; designing user-stories; developing functionality in profile components; overseeing daily developer stand-ups a week; leading 4 sprints and organizing the tasks and functions needed to complete each user story within the sprint; assuring completion of the product's minimum viable project.
- Features Include: User security; profile personalization; user-to-user interaction; a customizable album recommendation system; concurrent group listen feature; usage of Vue.js and Spotify API (Spotipy).

### Pawfect Match :: Lead Backend Developer

 03/2021 - 06/2021  
 <https://github.com/srfsivr14/PawfectMatch>

Pawfect Match is a multipage web application for users hoping to find and contact adoptable pets in their area with an user interface mimicking a swipeable dating app.

- My Role: Implementing profile preferences stored in py4web database, and referencing these preferences to query the asynchronous Petfinder API calls. Developing the swipe system to reject pets or add them to user-specific lists of recently liked pets.
- Features Include: User-end settings to dynamically affect dogs presented to adopt; a user-friendly interface; storing and displaying match history; location based results; usage of Petfinder API.

### Bigby's Bot of Everything :: Developer

 01/2021 - 03/2021  
 <https://github.com/srfsivr14/cruzacks21>

Bigby's Bot is a responsive chat-bot developed for use on Discord to improve player experience for online games of Dungeons and Dragons.

- My Role: Applying various functions tied to specific text-commands. Developing error catching to safely inform users of correct syntax per command. Integrating read and write file features to store text and display it as a message in chat.
- Features Include: Rolling virtual dice of varying amounts and sides; reading and writing to files for quick and convenient note taking; retrieving API information regarding various D&D rules as specified.

Engaging with a small class of young students (aged 5-13) virtually while also developing, planning, and executing a unique curriculum.

## SKILLS

### Coding Languages


Java Javascript C C++ Python HTML CSS SQL  
ReactJS Vue.js py4web WebGL Bulma Node.js

### Technical Skills

Scrum, Coding, UI/UX, Debugging, Abstract Data Types, Code Optimization, Data Structures, Software Engineering, Analysis of Algorithms, Computer Networks, Web Applications, Computer Graphics, Technical Documentation, Computer Operating Systems, Object Oriented Programming, Github, SQL Databases, Agile



## EXPERIENCE

### Marine Debris Data Visualization Tool Developer **Joseph M. Long Marine Laboratory**

 01/2022 - Ongoing     Santa Cruz, California  
LML provides research on marine life, coastal conservation, and marine/coastal science issues.



- Analyzing customer, sponsor, and user needs
- Developing software solutions to interact with and visualize the marine debris data collected for users visiting the web application
- Attending daily developer stand-up meetings
- Reporting weekly progress to supervisor
- Meeting weekly with customer/sponsor to review and approve progress of product

### College Group Tutor / Grader **Baskin School of Engineering, UCSC**

 01/2021 - Ongoing     Santa Cruz, California  
Introduction to Computer Networks and Introduction to Computer Graphics

- Communicating difficult technical information to college-level students on course topics and proactive coding skills.
- Aiding in troubleshooting, debugging, and function development by student request.
- Evaluating submissions for the course's exams and associated lab work.

### Online Student Instructor **iD Tech**

 03/2021 - 09/2021     Remote  
iD Tech is a company aimed to introduce children to code in an approachable setting

- Engaging with a small class of young students (aged 5-13) virtually while also developing, planning, and executing a unique curriculum.
- Leading students in becoming proficient with Python, Minecraft Modder, and Roblox Developer, in addition to communicating debugging skills and coding practices.