Sutton Spindler

Availability: January - June 2024 | Open to relocating

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Education

Northeastern University, Boston, MA	**Sept 2022-present**
Khoury College of Computer Science	**Class of May 2026**

Candidate for Bachelor of Science in Computer Science

GPA 3.92/4.00 | Dean's List (Spring 2023)

Relevant Coursework: Mathematical Reasoning | Mathematics of Data Models | Algorithms and Data | Foundations of Cybersecurity | Logic and Computation | Object-Oriented Design | User-Experience Design

Teaching Assistant: Fundamentals of Computer Science 2	**Aug-Dec 2023**
Study abroad:	
Northeastern University – Seattle	**Summer 2023**
Northeastern University – London	**Fall 2022**

Technical Skills

Languages: Java | JavaScript | TypeScript | HTML | CSS | C# | Python | Racket | ACL2s

Software: Docker | Github | Visual Studio Code | IntelliJ | Pycharm | Unity | GameMaker

Technologies: Git | Node.js | Express | React | JSON | MongoDB | JUnit | Tailwind CSS

Systems: Windows | MacOS | Kali Linux

Work Experience

Teaching Assistant: Northeastern University (Boston, MA)　　　　　　　　**Aug 2023-present**
- Collaborating with teaching staff to educate 150 students on fundamentals of class-based programming
- Dedicating 10+ hours per week on grading assignments, facilitating labs, and holding office hours
- Bolstering students understanding of concepts such as abstraction, hashing, and dynamic programming

Web Developer: Northeastern Science Magazine (Boston, MA)　　　　　　**Apr 2023-present**
- Producing website to archive and distribute hundreds of student-written scientific articles
- Utilizing Node.js and Express frameworks to develop full-stack and storing user data in MongoDB database
- Developing network builder app as introduction to web development and database concepts

Software Developer: Northeastern Electric Racing (Boston, MA)　　　　　　**Jan-June 2023**
- Developed full-stack for FinishLine, project management dashboard used by 70 active weekly users
- Communicated frequently with team members and tech leads, involving weekly stand ups and sprints
- Contributed 15 full-stack tickets utilizing Node.js, Express, and React web frameworks

Guest Advocate: Target (Pasadena, CA)　　　　　　　　　　　　　　**May 2022-May 2023**
- Served customers by adopting communication, teamwork, and exceptional customer service skills
- Assisted hundreds of customers daily, working 30+ weekly hours to facilitate purchases and resolve issues
- Collaborated with team members to manage checkout and customer services

Projects

Snail Game　　　　　　　　　　　　　　　　　　　　　　　　　　　**Oct-Nov 2023**
- Programmed 3D horror/puzzle game in Unity with C# as entry for 2023 Jam-O-Lantern Game Jam
- Developed in 8-member team formed within Northeastern's Game Studio Club

Leaky　　　　　　　　　　　　　　　　　　　　　　　　　　　　　**May-June 2023**
- Collaborated on user-experience design for prototype app used to detect water leaks in buildings
- Oversaw evolution from wireframe designs onto final high-fidelity prototype

Marble Solitaire　　　　　　　　　　　　　　　　　　　　　　　　　**May-June 2023**
- Designed game containing UI using Swing to control user input and output of images in Java
- Structured program using MVC design pattern and object-oriented design

Interests
- World Cinema | Indie Music/Classic Rock | RPG Games | Comedy Sketches