SPENCER YOUNG

(626)271-2572 | spenceryoungcs@gmail.com | West Covina, CA

www.spenceryoungcs.com | github.com/SpencerYoungCS | linkedin.com/in/SpencerYoungCS

EXPERIENCE

Fulgent Genetics - El Monte, CA   **September 2020 - Current**
Software Engineer

- Developed daemons, unit testing, and other web tools for the entire lab workflow systems in **Node.js**.
- Collaboratively scaled our daemons to handle **thousands to a million tests** a month.
- Worked closely with LA County to create a seamless system for sending free covid tests to LA residents.
- Deployed and supported changes to live laboratory software that processed over **1 million tests per month**.
- Achieved project team lead experience with project coordination from concept to release.
- Implemented **MongoDB** into our tech stack to store our daemon process quorums and internal chat system.
- Incorporated **RESTful APIs** and **SocketIO** web pages using **Flask** web servers.
- Addressed vulnerabilities and implemented strategies to mitigate security risks in systems incorporating AI.
- Took a leadership role in the development and **system design** of an enterprise-wide **AI** Inference system.
- Developed and integrated applications at enterprise scale that leverage AI in **Python**.

One Earth Rising - Los Angeles, CA   **March 2020 - September 2020**
Game Developer

- Main programmer responsible for updating and maintaining the Playstation Network game, ParaisoIsland.
- **Successfully ported and shipped** ParaisoIsland from PlayStation Network to Steam.
- Implemented extensive updates, features, DLC, and bug fixes via **Unity** for a live service driven game.
- Used **Steam pipe** to deploy builds along with extensive **GitHub** and **Agile** experience.
- Developed on the **Xbox One XDK** for porting and implementing Xbox Live features.
- Utilized integration testing for all new features.

Cal State LA INART - Los Angeles, CA   **August 2019 - May 2020**
Team Lead

- Delivered a 3D adventure game in Unity that combines abstract art and fast paced gameplay.
- Built the game controller, character controller, animation, and multiple gameplay scripts.
- Consolidated and delegated tasks between a team of 5 people.
- Collaborated with professors and students of CSULA, Institute for Interactive Arts, Research, and Technology.

LANGUAGES AND TECHNOLOGIES

Proficient: Python, Java, SQL, Javascript, Unity, Vim, Github, Node.js, Jinja, Vue, Flask, C++, C#, MongoDB, HTML.
Familiar: CSS, Swift, Haskell, Bootstrap, Kotlin, Firebase, Linux, MVC, AI/Machine Learning, AWS, Docker.

EDUCATION

California State University, Los Angeles   **Graduated May 2020**
B.S. Computer Science

- Dean's List 2019

Pasadena City College
A.A. Engineering and Technology