

# Spencer Lee

Year 4, Bachelor of Computer Science

<http://github.com/spencerlee>

## Technical Skills

**Programming:** Java, C, C++, Python, MATLAB  
**Tools/Environment:** Eclipse, Dr. Racket, Visual Studio, Unreal Engine 4  
**Testing:** JUnit, Mocha, Jasmine  
**Web:** HTML, CSS, JavaScript, Node.js

## Technical Projects

**MEG 9: Lost Echoes (Work)** September 2014 – Current

- Tactical action shooter game being developed by Skunkwerks Kinetic Industries using Unreal Engine 4, set to release on PC and Playstation 4.
- Implemented in-game dialogue, subtitles and store system, integrated user interface elements with game systems
- Worked closely with a small team of engineers to produce software based on designer specifications

**Math Fluency Assessment Tool (Personal)** November 2015 - Current

- Web app designed to assess math fluency in children with developmental disabilities.
- Node.js server generates sets of questions with difficulty determined by performance on previous sets.
- Performance metrics calculated on the server in real time as each question is answered.
- Self-started and self-directed project.
- Used this project to teach myself the Node.js framework.
- Started as part of the BCS Hackathon at UBC in November 2015.

**Collection Management Mobile App (School)** September 2015 – December 2015

- Mobile application that allows users to create a persistent collection of video games, movies or books by scanning bar codes of items.
- Bar code scanning is done using NGCordova barcode scanner plugin and item data is retrieved from Amazon using the Amazon Product Advertising API.
- Users are able to contact each other through the app to initiate trades for items in each other's collections.

**Parking Meter Web Application (School)** July 2014 - August 2014

- Web application developed using Java, GWT and Google App Engine.
- Accessed Vancouver open data databases to retrieve locations and data for every parking meter in the city of Vancouver.
- Plotted meters on a map of Vancouver using the Google Maps API with each meter icon coloured based on price. Meters could be filtered by price and time limit.

## Work Experience

**Software Engineer** Skunkwerks Kinetic Industries September 2014 - Current

- Part of a five person engineering team working on *MEG 9: Lost Echoes*, an game being developed using Unreal Engine 4.
- Designed and implemented in game dialogue, subtitles and upgrade systems.
- Aided in implementing and demonstrating a playable product demo of *MEG 9* at PAX Prime 2015.

**Lab Manager / Researcher** UBC Pain Lab April 2010 – January 2015

- Performed behavioral encoding for a collaborative project with the University of California, San Diego Machine Perception Laboratory. The project involved detailed observation and analysis of facial actions in children aged 8-18.
- Conducted a self-directed research project on the methods used by medical professionals to detect malingering. Involved a systematic review of 1100+ peer-reviewed articles, creating and administering a survey and analyzing the data from 300 participants using exploratory factor analysis.
- Assisted 5 lab members to help them complete their directed studies research projects all while completing a personal research project.
- Analyzed survey data from for a lab member's project. The paper resulting from this project is currently being submitted for publication.

**Line and Prep Cook** Memphis Blues on Robson June 2012 - August 2013

- Served over 300 customers with a team of 4 co-workers during the restaurant's busiest lunch services. Acted as line-cook, cashier or host.
- Coordinated with co-workers to assemble and deliver catering orders for groups and companies of 200+ people.

## Volunteer Experience

**Webmaster and Crew Member** Kalamatea Productions October 2014 - Current

- Created and maintained website for Kalamatea Productions (<http://www.kalamatea.com>)
- Provided assistance on set with various production duties including scheduling, lighting and set decoration.

## Education

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|---------------------------------------|--------------------------------|---------------|
| <b>Bachelor of Computer Science</b>   | University of British Columbia | In progress   |
| <b>Bachelor of Arts in Psychology</b> | University of British Columbia | Class of 2012 |
| <b>Facial Action Coding System</b>    | Certification                  | October 2011  |

## Interests and Activities

- Game Design
- Coding Challenges
- Online content creation and distribution
- Web development