

# Spencer Lee

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## SKILLS

JavaScript, React, Redux, Git, Ruby, Rails, SQL, HTML, CSS, Python, NumPy, Pandas, Matplotlib, MongoDB, Express, Object-Oriented Programming, Data Structures and Algorithms, Java

## PROJECTS

### ***InDevView (Node.js, React, Redux, MongoDB, HTML5, CSS3, Express)***

[Live](#) | [GitHub](#)

*A MERN stack app that allows for real-time coding interview practice between users in an online practice room*

- Collaborated with two other developers in a GitFlow environment utilizing GitHub in order to ensure that production code stability is maintained
- Incorporated websockets via Socket.io to enable live chat functionality, allowing users to converse and share code in real-time while in the lobby or interview room
- Engineered a system where user-written code in the frontend is executed in the backend by an Axios request and the results are sent to the frontend via Express for comparison with expected outcomes

### ***SplitUp (React, Rails, PostgreSQL, HTML5, CSS3)***

[Live](#) | [GitHub](#)

*A clone of the website, Splitwise, in which users can keep track of expenses with friends*

- Designed a backend API with Rails to manipulate expense data in an object relational database
- Incorporated JBuilder to create JSON templates from backend to prevent the release of sensitive information and generate customized responses such data from associations
- Utilized BCrypt's hashing function in conjunction with React Protected Routes to allow only authenticated users to access certain components and to prevent storage of plain text passwords

### ***Event Horizon (JavaScript, HTML5, CSS3, Canvas)***

[Live](#) | [GitHub](#)

*A JavaScript survival game inspired by arcade games of the past*

- Utilized object-oriented programming to build in-game functionality, allowing for objects, such as the player or enemies, to interact with other objects, such as collision detection, etc., based upon their classes
- Employed document listeners and game state so that the game display changes based upon the user's input (if valid) on the keyboard/mouse such as moving/attacking as well as restart/pause the game

## EXPERIENCE

### **Cold Spring Harbor Laboratory**

Cold Spring Harbor, NY

*Data Science Intern*

2020

- Researched visualization techniques of machine learning algorithms such as convolutional neural networks (CNNs) for image recognition analysis
- Ran machine learning algorithms in Google Colaboratory and Jupyter Notebook to gather results for weekly reports
- Utilized Python, TensorFlow, and Pandas to write machine learning algorithms

### **Northwell Pancreas Disease Center**

New Hyde Park, NY

*Research Intern*

2016

- Diagnosed patient's nutritional status from CT images of L3 spinal segments, thus establishing through statistical testing 95% confidence of predicting pancreatitis based upon current nutritional status
- Participated in a research group of 10 and presented results proposing a link between nutritional status and pancreatitis

## EDUCATION

### **App Academy**

New York, NY

16-week Program

2022

Stony Brook University (Honors College)

Stony Brook, NY

***B.S. in Applied Math and Statistics + Computer Science Minor (GPA 3.7)***

2021

Awards: Dean's List 2017 - 2021