SPENCER YOUNG

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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 from thousands to a million tests a month.
- Created a company-wide authentication system using JWT tokens including audit trails.
- 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 more than 1 million tests per month.
- Achieved project team lead experience with project coordination from concept to release.
- Supported during off hours to maintain system stability and implement emergency fixes.
- Performed vulnerability assessments in both code and SQL statements.
- Implemented MongoDB into our tech stack to store our daemon process quorums and internal chat system.

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.

Cal State LA ITS, IT Support Services - Los Angeles, CA   **August 2019 - May 2020**
Assistant Lab Consultant
- Enforced university and Open Access Lab guidelines as they relate to proper use of computing services.
- Reported and documented software, hardware and network problems.
- Worked with other IT professionals in resolving issues that a key end user may have.

LANGUAGES AND TECHNOLOGIES

Proficient: Python, Java, C#, C++, SQL, Javascript, Unity, Vim, MongoDB, Github, Node.js, Android Studio, SDLC, Agile, OOP.
Familiar: JSP, Haskell, CSS, Bootstrap, Kotlin, HTML, Firebase, Linux, MVC, 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