Spencer Wells

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EDUCATION

BS Computer Science GPA: 3.64 Aug 2018 - May 2022 Relevant Coursework: Algorithms, Advanced 3D Digital Production, Technical Concepts of VFX, Database Concepts, Operating Systems, Computer Graphics, Systems Programming, Data Structures

Skills

Programming Languages:	Python, C++, C#, Javascript, C, HTML, CSS, MySQL, MEL
Software:	Unity, Maya, Mudbox, RV, Photoshop, Premiere Pro, Audition

WORK EXPERIENCE

Framestore

Junior Pipeline Technical Director

- Developed and supported pipeline tools for artists and producers across the company
- Created RV extensions in python and PyQt to improve daily review and animation workflows
 - Tool to build session of the latest vfx shots for a given sequence and department
 - Maya integration to inject playblasts into the context of neighboring shots
- Optimized multithreading performance of the company's custom file manager

Notre Dame Academic Technologies

Student VR Developer

- Developed VR escape room in Unity of a physical space on ND campus
- All C# development, puzzle implementation, testing and debugging
- Managed team of artists with assets and deliverables

Notre Dame Office of Information Technology

Help Desk Consultant

- Front facing tech assistance for all Notre Dame students, staff, and faculty
- Provided specialized support in software, networking, printing, and security

PROJECTS/HACKATHONS

https://centipeda.itch.io/feline-formationsGMTK Jam 2021 Unity, Photoshop Programmer and designer of a strategy game developed for the GMTK 2021 game jam

New Perspectives html, CSS, javascript, IBM Watson

https://github.com/open-source-grilled-cheese/new-perspective

Chrome extension which detects when user is reading a news article and suggests similar articles from the center and opposite side of the political spectrum to improve the diversity of user's news feed, winner of Irish Hacks 2019

Eagle Eyes Flutter https://github.com/open-source-grilled-cheese/eagle-eyes Mobile app that gives users a daily birdwatching challenge to help engagement with nature and promote ecological education

Brick-A-Pic html, CSS, javascript, Vue https://brick-a-pic.github.io/brick-a-pic/ Web app made in Vue that converts any image to a buildable Lego creation.

Mental Health in Tech https://open-source-grilled-cheese.github.io/data-club-hackathon/ Analysis of mental health in the 2016 OSMI Tech Survey Data to find identifying trends of positive and problematic workplaces.

A Friend's Quest Unity In development 3D Unity paper RPG

PixelBall Godot A 64 x 64 resolution game submitted for the 2021 Lowrez game jam

Arduino Tetris Arduino, C A version of Tetris playable on an Arduino https://bit.ly/3zmmoZ4

https://swells.itch.io/pixel

https://github.com/centipeda/mini-tetris

South Bend, IN

South Bend, IN

Jan 2020 - May 2022

South Bend, IN

Los Angeles, CA

Jul 2022 - Present

Aug 2019 - May 2022