

Spencer Boggs

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EDUCATION

California State University, Long Beach | Long Beach, CA

B.S. in Computer Science | GPA: 3.5

May 2027

Relevant Courses: Data Structures, Algorithms, Discrete Structures, Object Oriented Development, Computer Architecture, System Programming, Digital Logic and Assembly Programming, Operating Systems, Database Fundamentals

TECHNICAL SKILLS

Programming: C++, Python (Flask), Java, JavaScript (Node.js, React.js), SQL, HTML, CSS

Technical Tools: Git, GitHub, Visual Studio Code, IntelliJ IDEA, VIM

Operating Systems: Windows 10/11, Linux

PROJECTS

Internships Filter

- Developed a Flask app to fetch and display internship listings from popular GitHub Internship README repositories. Users can filter listings by company, role, and location, including exclusion filters (e.g., -remote).
- Tracks application status and displays results in an interactive table.
- Used Flask for the web framework and requests for data fetching.

Steam Game Viewer

- Created a Flask web app to display a user's Steam game library using the Steam Web API.
- Fetched owned games, playtime data, and last played timestamps, with automatic cover image downloads and caching.
- Enabled launching Steam games directly from the web application.
- Used Flask for routing, requests for API calls, JSON for data handling, and session-based credential storage.

Pong Local Multiplayer

- Developed a local multiplayer Pong game utilizing JavaScript and the HTML5 Canvas.
- Implemented realistic physics for paddle and ball interactions, dynamic ball speed adjustments, and a retro CRT-style interface featuring scanlines and noise effects.
- Designed responsive controls for two players and integrated real-time score tracking.

GitHub Trend Analyzer

- Built a Flask app to scrape and display trending GitHub repositories with details like stars, daily growth, and descriptions.
- Used BeautifulSoup for scraping, JSON for data storage, and HTML/CSS for a responsive UI, enabling sorting and dynamic updates.

EXTRACURRICULAR EXPERIENCE

Robotics Team 7042 | Team Captain

August 2022 - June 2023

- Led the team to the FIRST Robotics World Championship in 2023.
- Assisted in programming using Java and the WPILib framework to control key robot functions.
- Demonstrated leadership, teamwork, and problem-solving skills in a highly competitive, fast-paced environment.
- Coordinated team efforts in robot design, strategy development, and competition preparation.