Victoria Spiegel

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EDUCATION

University of California, Irvine | Irvine, CA   **June 2021**
Bachelor of Science in Computer Science and Engineering | **GPA: 3.85**
Software: Compilers, Computer Networks, Databases, Data Structures, Programming with Software Libraries
Hardware: Embedded Systems, Organization of Digital Systems, Discrete Time Signals, Electronic Devices and Circuits

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SKILLS

Programming Languages: Advanced: C++, Java, Python, TypeScript — **Proficient:** JavaScript, HTML, CSS
Software: Advanced: Vim, Mercurial, Microsoft Visual Studio, Eclipse — **Proficient:** Git, IDLE, Vivado Design Studio

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EMPLOYMENT EXPERIENCE

Carbide 3D | Full Stack Developer | Torrance, CA   **August 2018 - Present**
- Refactor CAM software that allows over 8,000 users to mill printed circuit boards with CNC machine in Typescript
- Design features including ability to upload Gerber and Excellon files, select isolation passes, design and customize routing tools and drills using a dynamic table
- Implement 100% more GCode commands utilizing ClipperLib and divide and conquer algorithms to reduce time by 150% from original machines and improve accuracy of customer files
- Program ability to generate and export .zip file from isolated layers of PCB using JSZip API
- Gain experience with Gulp, Webpack, Mercurial, and working in an agile work environment

Modern Eyes Optometry | Computer Technician | Cerritos, CA   **September 2016 - June 2017**
- Remodeled patient portal to auto fill prescriptions based on patient history to decrease charting time in Java
- Improved GUI by changing the tab order when switching text fields, and fixed file importing bugs

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PROJECTS

Quake Up! | Hardware Team Leader | Irvine, CA   **October 2018 - December 2018**
- Led team of 15 to engineer a vibrating mattress pad with an integrated alarm clock to eliminate snoozing
- Engineered 12 pressure sensors with velostat conductive sheets and network of 30 mobile phone vibration motors
- Developed program in C++ with Arduino to regulate input from pressure sensors and control output to clock/motors

Rick and Morty Columns | Developer | Irvine, CA   **May 2018 - July 2018**
- Created "Rick and Morty" themed simulation of Columns in Python with Pygame to generate GUI and sound effects
- Systemized isolated tests of each component and function utilizing unittest framework

Navigation API | Developer | Irvine, CA   **April 2018**
- Constructed program to parse JSON scripts based on user input to provide information regarding travelling from city to cities with Python MapQuest API
- Built MapQuest URL query parameters by converting list of addresses with urllib module

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LEADERSHIP AND VOLUNTEER

Theta Tau | Director of Fundraising | Irvine, CA   **August 2019 - Present**
- Organize and plan 8 fundraisers per quarter for 75 members and communicate with companies for partnerships
- Manage finances for events and work closely with the treasurer to reach the financial goal of $1,500

UCI School of ICS | Laboratory Tutor | Irvine, CA   **September 2018 - December 2018**
- Oversaw programming labs of 35 undergraduate students, motivated students in understanding Python programming
- Collaborated with professor and teaching assistant to devise teaching strategies to maximize success of students