

# Spencer Yen

spencersyen@gmail.com | [www.spenceryen.com](http://www.spenceryen.com)

## EDUCATION

### Columbia University

*Class of 2020*

B.S. Computer Science, Minor in Sociology

Activities: Dorm Room Fund (Managing Partner), Columbia Organization of Rising Entrepreneurs, mobile AR research with Prof. Steven Feiner's Computer Graphics and User Interfaces Lab, Club Volleyball

## WORK

### MIT Media Lab *Software Engineer* | Cambridge, MA

*July 2020 - July 2021*

- Built tool to monitor the most shared links on Twitter and associated political sharing demographics. Wrote frontend dashboard with React, ETL pipeline to ingest tweets from Decahose in Python.
- Designed and built internal tool to support qualitative analysis of transcribed community conversations using React, Flask, Postgres.
- Embedded at the MIT Center for Constructive Communication, funded by Schmidt Futures as an Impact Fellow

### Karuna Health *Software Engineering Intern* | San Francisco, CA

*May - August 2019*

- Designed and built iOS and Android mobile app for care teams to manage HIPAA compliant communication with patients via SMS, phone calls, email.
- Used React Native with Flow to build iOS and Android in parallel from scratch.

### Snackpass *Software Engineering Intern* | Cambridge, MA

*May - July 2018*

- Designed and built self-service kiosk ordering system on iPad with React Native. Launched it with 2 restaurants in New Haven.
- Redesigned the receipt, supported ground operations with POS tablet transition at 25 partner restaurants.

### DoorDash *Kleiner Perkins Engineering Fellow* | San Francisco, CA

*May - August 2017*

- Built group order creation flow on iOS, and item and price filtering for the Alcohol product on iOS and Android in Swift/Java.
- Wrote a [story](#) for App Store v3.0.30 release notes, was recognized across the company and on Twitter.

### Zynga *Software Engineering Intern* | San Francisco, CA

*June - August 2015*

- One of two iOS engineers on Mark Pincus' Superlabs team, prototyped the future of social gaming.
- Built Draw Something for Messenger for iOS with Objective-C, one of the first Facebook Messenger games.

## PROJECTS

### Retroplay

*Sept - Dec 2020*

- A 2020 year-in-review app for TikTok creators and fans. In just two weeks in December 2020, 200,000 users used Retroplay to create recaps of their year on TikTok and voted over 1M times in our app-based awards show across 30 creator and video of the year categories.
- Designed and built iOS and Android app with React Native, GraphQL, DynamoDB.
- Reached #11 on Top Entertainment charts, featured on [TechCrunch](#), [Insider](#), [Thrillist](#), [Distractify](#).

### 1888

*July 2018*

- Disposable camera-style iOS app that also sells physical prints. Written in Swift with CoreImage.
- Over 500,000 downloads since originally released in July 2018. In Dec. 2019, went viral on TikTok and reached #3 on Top Photo and Video charts, #7 on Top Free Apps.
- Featured on [Refinery29](#) and [Business Insider](#).

### MySmileBuddy

*Feb 2018 - May 2020*

- Worked with Columbia College of Dental Medicine on an NIH-backed project to build iPad-based education and assessment software that aids community health workers with preventing childhood tooth decay in socially disadvantaged families.
- Redesigned iPad application, wrote product specifications, managed external development agency to build iPad app and web admin dashboard.