

Spencer Van Leeuwen

svanleeuwen@live.ca • (519) 860-5990

svanleeuwen.com • <https://github.com/svanleeuwen>

Software Experience: C++, OpenGL, Python, C#, Java, Lua, Matlab

WORK EXPERIENCE

Sessional Instructor (Lecturer)

May 2022 – December 2022

University of Waterloo

Waterloo, Ontario

- CS 488 – Introduction to Computer Graphics
 - Designed original lecture and exam content
 - Lead a team of TAs
- CS 135 – Introduction to Functional Programming

Teaching Assistant

January 2016 – April 2022

University of Waterloo

Waterloo, Ontario

- CS 488 – Introduction to Computer Graphics
 - Helped students during office hours and through our online forum
 - Lead one tutorial per term introducing OpenGL
- CS 135 – Introduction to Functional Programming
 - Lead weekly tutorials to help students with lecture content and assignments

Test Automation Developer Co-op

May 2013 – August 2013

Blackberry

Waterloo, Ontario

EDUCATION

Specialized Courses: Computer Graphics, Physically-based Animation, Physically-based Rendering, Computational Geometry, Artificial Intelligence, Computer Vision, Numerical Linear Algebra

MMath in Computer Science

January 2016 – December 2017

University of Waterloo

Waterloo, Ontario

BMath in CS and Combinatorics & Optimization

September 2011 – December 2015

University of Waterloo

Waterloo, Ontario

- Dean's Honours List (above 87% average)

Udemy Course: Complete C# Unity Game Developer 3D

References available upon request