

Emerson E. Spradling

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EDUCATION

Trinity University, San Antonio, Texas
Bachelor of Science in Computer Science
Minor in Business Administration

May 2021
Cumulative GPA: 3.85

SKILLS

Programming Languages: C, C++, Scala, JavaScript, SQL, Java, Python, Haskell, R
Frameworks/Libraries: Apache Spark (Scala/SQL), ReactJS, Pandas, Bokeh Python
Operating Systems: Windows, Linux, MacOS
Relevant Coursework: Big Data and Machine Learning, Algorithms / Data Structures, Software Engineering, Graphics

WORK EXPERIENCE

Bank of America, Austin, Texas (Remote due to COVID-19)

Global Technology Summer Analyst

June 2020 – August 2020

- Automated a previously semi-manual Quality Assurance (QA) application for tracking application lifecycle
- Extracted, transformed, and analyzed application data from SQL database into Python using Pandas
- Designed and developed a dashboard and audit reports for QA team, reducing workload by 10 hours monthly
- Employed Agile methodology in a team of 10

Residential Life, Trinity University, San Antonio, Texas

Residential Assistant

August 2019 – Present

- Mentor and advisor to 20 first-year students to help residents transition into college life
- Educate residents about student services on and off campus and make referrals accordingly
- Communicate and enforce policies consistently to ensure student safety and community well-being

Texas Capitol Travel Information Center, Texas Department of Public Transportation, Austin, Texas

Travel Advisor Intern

May 2017 – August 2019 (Seasonal)

PROJECTS

Chicago Transportation, Big Data and Machine Learning, Trinity University

September – December 2019

- Cleaned and processed Chicago taxi data (72GB) for use in distributed computing using Apache Spark in Scala
- Analyzed data set using machine learning algorithms such as a Multilayer Perceptron Classifier to predict payment type with an accuracy of ~97% and K-Means Clustering with an accuracy of ~83%
- Produced graphical representation of findings in report

CONETFUR, Principles of Functional Languages, Trinity University

October – December 2018

- Modeled the game Connect 4 with a board size of NxM slots using Haskell
- Designed, constructed, and optimized a recursive AI competitor using a working decision tree algorithm
- Used GitHub to effectively collaborate on the project in a team setting

CAMPUS INVOLVEMENT

Association of Computing Machinery, Trinity University

August 2018 – Present

Trinity Distinguished Representatives, Trinity University

January 2019 – Present

Symphonic Wind Ensemble and Orchestra, Trinity University

August 2017 – Present

Hand Bell Ensemble, Trinity University

August 2019 – Present

AWARDS AND HONORS

Trinity University Dean's List

December 2017 – December 2019

Trinity University Trustee's Scholarship

August 2017

Trinity University Baker Duncan Music Scholarship

August 2017