Spencer Churchill

slc.is | github.com/splch
spence@duck.com | 949.396.9711

OBJECTIVE

Highly skilled computer scientist with a passion for quantum computing and machine learning. Demonstrated success in implementing innovative solutions, leading cross-functional teams, and contributing to cutting-edge research. Proficient in software development, data analysis, and research, with a commitment to ongoing growth and learning in the field.

EDUCATION

UC IRVINE
B.S., Computer Science
June 2022 | Irvine, CA
Donald Bren School of ICS
Cum. GPA: 3.76 / 4.0
Major GPA: 3.8 / 4.0

LINKS

GitHub:// **splch**
StackOverflow:// **splch**
Devpost:// **splch**
LinkedIn:// **splcher**
Kaggle:// **splcher**

COURSEWORK

Quantum Computation (RA & TA)
Artificial Intelligence
Machine Learning
Virtual Reality
Database Management

PROJECTS

GITHUB
34 repositories, 43 pull requests, 42 followers, 32 stars, and 11 forks

CHROME STORE
5,300 users, 100 countries, 5 extensions, 4.72 average rating

SKILLS

PROGRAMMING
Python • Go • C++ • C
JavaScript • HTML • CSS

MACHINE LEARNING
SciKit-Learn • PyTorch
Pandas • NumPy

QUANTUM COMPUTING
Qiskit • Cirq • Pennylane
OpenPulse • Braket • Q#

EXPERIENCE

IONQ | Senior Software Engineer
Feb 2023 - Present | College Park, MD
- Integrated and maintained quantum frameworks for IonQ machines
- Built an IonQ Python SDK to improve productivity of application scientists
- Streamlined APIs between users and hardware engineers
- Documented APIs for developer and customer onboarding

AVA FINANCE | ML Engineer
Jun 2022 – Feb 2023 | San Francisco, CA
- Developed an ML pipeline using Google Cloud Functions and SciKit-Learn
- Reduced fraud rates by 20% through ML-based user classification
- Automated loan refinancing using Selenium for reduced friction

BROOKHAVEN NATIONAL LABORATORY | Teaching Fellow
Jun 2021 – Jun 2022 | Brookhaven, NY
- Mentored 15 interns in scientific computing, contributing to Wolfram Alpha enhancements
- Led research on energy potential functions, accelerating lab projects

RESEARCH

QISKIT INTERNSHIP | Mentee
Sep 2020 – Present
Collaborated on **OpenPulse** upgrade for scalable syntax and updated documentation

UNITARY FUND | Project Lead
Aug 2020 – Sep 2021
Wrote **Quantum Tales**, an educational resource for diverse groups interested in quantum algorithms

AWARDS

1st / 167	Machine Learning Data Competition — UC Irvine
1st / 440	HackSC 2020 — USC Hackathon
1st / 433	SD Hacks 2019 — UC San Diego Hackathon
Global	IBM Certificate of Quantum Excellence
National	Eagle Scout of Troop 1210

PUBLICATIONS

[1] S. Churchill. Rnn composition of thematically diverse video game melodies. *The Computer Games Journal*, 2018.

[2] S. Churchill. Statistical mozart: Completing the requiem. *Think You?! Journal*, 2019.

[3] S. Churchill. Quantile-based representative subsampling (qbrs). *ArXiv*, 2023.