

SPENCER C. IMBLEAU

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Education

Appalachian State University

M.Sc. Computer Science, Concentration in Systems, 3.7/4.0

- ABET Accreditation

North Carolina, USA

Aug 2020 – May 2022

Western Carolina University

B.Sc. Computer Science, Minor in Mathematics

- ABET Accreditation
- National Honor Laureate

North Carolina, USA

Aug 2015 – May 2019

Experience

Software Engineer

NASA, Kennedy Space Center

- Writing system development code for deployment and information architecture
- Participation in design reviews and analysis tasks to ensure best practices
- System engineering and orchestration for development infrastructure

Dec 2021 – Present

Titusville, FL, USA

Research Assistant

Appalachian State University

- Benchmarking and visualization tool development for hardware-accelerated vector graphics
- GPU metric sampling, profiling, benching, and data collection for complex graphic APIs

Aug 2020 – Dec 2021

Boone, NC, USA

Systems Engineer

Ingles-Markets, Inc.

- Worked in Information Technology under the Unix engineering team
- System administration, maintenance, and management of production enterprise servers
- Triage for Unix system issues for an on-site data center
- Developer for internal and production tooling

May 2019 – Jun 2020

Black Mountain, NC, USA

Technical Skills

🔗 **Languages:** Rust, Python, C/C++, Java, JS, Php, HTML, CSS

🗣️ **Human Languages:** English★★★★★, Danish☆☆☆☆

🐧 **Platforms:** 🐧 Ubuntu, 🐧 RHEL, 🐧 Fedora, 🐧 Raspbian, 🖥️ Windows, 🍏 MacOS

💎 **Developer Tools:** Git, Bash, Vim, Visual Studio Code, Eclipse, IntelliJ

🔧 **System Engineering:** Docker, Kubernetes, Google Cloud Platform, Ansible Tower, RHEV-M

🔄 **Content Management:** GitHub, GitLab, DockerHub, cPanel, MySQL

🗄️ **Databases:** Redis, MariaDB, SQL

🌐 **Web Frameworks:** Yew, Vue, React

🧪 **Testing Frameworks:** Pytest, Unittest, JUnit, Selenium

Coding Projects

GPU benchmarking framework 'vgpu-bench', Rust

with Dr. Mitch Parry

- Benchmarking and visualization framework for hardware-accelerated applications
- Integration with NVIDIA® Tools Extension SDK (NVTX) with FFI

Jun 2021 – Present

Boone, North Carolina