

# SPENCER C. IMBLEAU

📧 | ✉️ [spencer@imbleau.com](mailto:spencer@imbleau.com) | **in** [simbleau](#) |  [simbleau](#) | ☎️ +1 (704) 747-5126

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## Education

### Appalachian State University

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

- ABET Accreditation
- Thesis defense pending (April 7, 2022)

North Carolina, USA

*Aug 2020 – Present*

### Western Carolina University

*B.Sc. Computer Science, Minor in Mathematics*

- ABET Accreditation

North Carolina, USA

*Aug 2015 – May 2019*

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## 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*

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## Technical Skills

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

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

**Databases:** Redis, MariaDB, SQL

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

**Platforms:** Ubuntu, RHEL 6/7/8, Fedora, CentOS, Raspbian, Windows, MacOS

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

**Content Management:** Ansible, GitHub, GitLab, cPanel, WordPress

**Web Frameworks:** Yew, Vue, React

**Testing Frameworks:** Pytest, unittest, JUnit, Selenium

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## 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*