Spencer C. Imbleau (he/him/his)

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Education

Appalachian State University — North Carolina, USA
M.Sc. Computer Science, Concentration in Systems, 3.7/4.0 — *Aug 2020 – May 2022*
- ABET Accreditation

Western Carolina University — North Carolina, USA
B.Sc. Computer Science, Minor in Mathematics — *Aug 2015 – May 2019*
- ABET Accreditation
- National Honor Laureate

Experience

Software Engineer — Dec 2021 – Present
NASA, Kennedy Space Center — *Titusville, FL, USA*
- Systems programming for command and information architecture
- Participation in design reviews and analysis tasks
- Systems engineering and orchestration

Research Assistant — Aug 2020 – Dec 2021
Appalachian State University — *Boone, NC, USA*
- Hardware-accelerated benchmarking and visualization framework
- GPU metric sampling, profiling, benching, and data collection for complex graphic APIs

Systems Engineer — May 2019 – Jun 2020
Ingles-Markets, Inc. — *Black Mountain, NC, USA*
- Information Technology environment, Unix engineering team
- Linux system administrator for production enterprise servers
- Triage for Unix system issues in an on-site data center
- Developer for internal and production tooling

Technical Skills

- **Languages**: Rust, Python, C/C++, Java, JS, Php, HTML, CSS
- **Human Languages**: English ★★★★, Danish ★★½☆☆
- **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

Research Projects

Understanding Hardware-Accelerated 2D Vector Graphics — Jun 2021 – Apr 2022
with R. Mitchell Parry, Ph.D. — *Boone, North Carolina*
- Benchmarking and visualization framework for hardware-accelerated 2D vector graphics
- FFI Integration with NVIDIA® Tools Extension SDK (NVTX)