

# SPENCER C. IMBLEAU

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## Education

### **Appalachian State University**

*M. Sci. Computer Science*

- GPA 3.67/4.0
- Expected Graduation: May 2022

North Carolina

*Aug 2020 – Present*

### **Western Carolina University**

*B. Sci. Computer Science*

- GPA 3.1/4.0

North Carolina

*Aug 2015 – May 2019*

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## Experience

### **Computer Science Teaching Assistant**

*Appalachian State University*

- Instructed undergraduate computer science laboratory classrooms
- Assisted in student success through office hours

Aug 2020 – Present

*Boone, NC, USA*

### **Systems Engineer I**

*Ingles-Markets, Inc.*

- Helped support, maintain, and install servers in an on-site data center
- Programmed digital signage software used in all retail stores
- Programmed critical VNC client software used by all corporate employees

May 2019 – Jun 2020

*Black Mountain, NC, USA*

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## Projects

### **'Power', a hardware-accelerated game engine**

*Solo project*

- Featured open-source game engine project
- Dual-support for software and hardware-accelerated graphics
- Designed for compatability on any architecture

Nov 2020 – Present

*Boone, North Carolina*

### **Native game engine**

*with Doctor William Krehling*

- Learned various subjects: Game theory, game design, collision detection, software rendering, pixel processing (shaders), online networking
- Optimized physics using calculus and separating axis theorem
- Online networking play and communication implementation

Aug 2018 – May 2019

*WCU, North Carolina*

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## Skills

**Languages:** C/C++, Java, Python, SQL, Php, Javascript

**Human Languages:** English, Danish

**Developer Tools:** Git, Google Cloud Platform, VS Code, Visual Studio, Eclipse, IntelliJ, Ansible

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