

# R. Spencer Fink

## SOFTWARE ENGINEER

### EDUCATION

#### App Academy

2018 | 1000+ Hour boot camp with > 3% acceptance rate

#### Emerson College

2009 - 2013 | BA in Filmmaking

### EXPERIENCE

#### Owner / Chief Photographer

Prizm Imagery | 2015 - 2018

- Coordinated and executed photography and cinematography for the sale of high-end real estate.
- Handle all client acquisition and relations. Including the creation of client facing marketing materials.
- Managed all graphic and web design.

#### Manager / Head Server

Station | 2013 - 2015

- Coordinated Staff, accommodated guests, and oversaw dinner service in a popular Hamptons restaurant.

#### Freelance Video Producer

2010 - Present

- North Island Photography - Drone Pilot, Cinematographer, Editor
- (Undisclosed Client) - Director of Photography, Drone Pilot, Editor
- Imagination.tv - Director of Photography / Editor
- Rosalie's' Zero Suds - Commercial & Infomercial Director / Editor
- The Republic of Wolves (Spare Key & Home) - Music Video Director
- American Gospel (Bayonet) - Music Video Director / Director of Photography
- The Other Woman (20th Century Fox) - Production Assistant
- 91 East - Editing and Production Intern
- TimeFlies - EPK Director / Editor

### SKILLS

- Ruby on Rails
- RSpec
- JavaScript
- JQuery
- React / Redux
- mySQL
- Git
- HTML5
- CSS3
- Adobe Photoshop
- Adobe Premiere
- Adobe Illustrator

### PROJECTS

#### Concord

[Live Site](#) | [Github](#)

A Discord inspired live web chatting app.

- Employed React / Redux and Rails to build a smooth and responsive single page app.
- Leveraged Rails' Action Cable to open web sockets for a live chat experience.
- Crafted transition effects using CSS to ensure a discord like user experience.

#### BrickBreaker

[Live Site](#) | [Github](#)

Browser game based on the classic game Breakout.

- Applied Canvas to recreate the classic game breakout with a retrowave theme.
- Implemented collision detection by creating and updating reference to the positions of all game elements
- Employed object-oriented design to improve upon the games modularity and potential for expansion.
- Crafted all graphic elements using Adobe Photoshop

#### Ruby Chess

[Github](#)

Command line chess built with Ruby

- Built render class to draw and update the chessboard and cursor in the command line
- Systematically checks all pieces for check and checkmate.

### CONTACT

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