

Spencer Brown

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Summary

Energetic and enterprising student developer with a passion for software.

Skilled at quantifying diverse problems and finding solutions; experienced at developing in a team-environment.

Education

- Kennesaw State University
- Graduating Spring 2021
- Bachelor of Science in Computer Science, Minor in Mathematics
- 3.8 GPA

Work Experience

Software Engineer, 8/2018 to Present | Georgia Tech Research Institute – Atlanta GA

Maintenance and replacement of legacy software, including embedded, safety-critical systems for avionics.

Projects

Type-checker for the typed lambda calculus.

Computer Algebra System – term rewriting approach to solve simple algebra problems while showing steps.

ELF (Executable Linkable Format) parsing utility for use in a UEFI Bootloader.

Automatic porch-light – AVR microcontroller-based.

2d games in C++ with the SFML toolkit and OpenGL.

Various scripts to simplify development tasks, such as build/deployment tools and code style-checkers.

Strengths

- Languages: C, C++, Haskell, Python, Java, C#, Rust, some experience with Ada, Prolog, F#, OCaml, Coq
- Software
 - Git, Mercurial, SVN,
 - TLA+, Alloy
 - CMake, Autotools, Meson
 - Linux, Windows, TI ARM Toolchain
 - Docker, Jenkins, Ansible