

Spencer M. Fabricant

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SUMMARY

- Project lead on CI/CD infrastructure development
- A published android developer
- background in bioinformatics
- Enjoys learning new programming languages and paradigms
- Wide breadth of skills, full stack of experience

SKILLS

Languages: Kotlin, Python, bash, Java, L^AT_EX, C, C++, C#, Javascript, django

Tools: git, docker, bamboo, Android Studio, EC2

Operating Systems: Windows, Unix, Android

WORK HISTORY

Keep In Touch, Software Engineer (June 2024 to Present)

- Worked solo to bring KeepInTouch android app to public release in August 2024
- Play store link: <https://play.google.com/store/apps/details?id=com.spencerfabricant.keepintouch>
- languages and tools: Kotlin, Android Studio, Java, Room, androidx/Jetpack, xml
- Fullstack: frontend/UI, backend, database development, and experience with publishing

Extended Medical Leave: April 2023 to June 2024. Completely healed

Pillar Biosciences, Software Engineer / DevOps Engineer Jan 2019 to Jan 2023

- Lead project developer on the CI/CD system and build/installation code
- Turned a bare-bones testing suite into a scalable and configurable CI/CD system. Parallel system written to leverage Bamboo and Git's REST API. Code written in Python and Bash
- Created and maintained elaborate Docker build scripts
- Wrote end-to-end frontend tests and testing framework in Selenium. Frontend written with django
- Wrote docker microservices for their data pipeline (python3). Some work in SciPy and pandas and data transformation
- Performed rollouts and admin work on AWS, and contributed to IaC work
- Deployed small clusters (j10) of EC2 instances, utilized S3 for storage
- Used Ansible and Terraform for deploying staging and demonstration deployments to AWS, and to maintain bamboo agent cluster

Amadeus (Waltham, MA, June 2018 to December 2018), Software Engineer

6 Month contract

- Optimization of hotel rates management software, C++

Google Inc. (Cambridge, MA, 2016 to 2017), Site Reliability Engineer

- Worked on the backend of a system to automate the rollouts of software updates. (C++, python)
- Maintained and created metric-aggregating software.
- Received and used training in incident management and was a part of their travel/hotel's on-call rotation.

Escher Group, Ltd. (Boston, MA, October 2014 to September 2016), Software Engineer

- Designed and implemented system management and monitoring toolkit for a distributed system of computers. (C#)
- Wrote telemetry toolkit used to aggregate data from large fleet of computers on unreliable networks
- Implemented software to facilitate software installation on a network of computers.
- Wrote and deployed telemetry software package on POS fleet
- Worked on Point of Sale software customization

Ayuda Media Systems (April 2013 to August 2013), Software Development Intern

- Worked on stabilization of the Billboard Management System, a company-wide project catered to its clients.
- Merged a third-party partner's additions into the project.
- Became intimately familiar with Chrome's debugging tools
- Included work on the .NET platform, Windows Azure, functional programming in LINQ

EDUCATION

McGill University

Montreal, QC

Bachelor of Science

Concentration: Joint Computer Science and Biology

Notable coursework: Computational Biology, Short-read sequence analysis, graphics in OpenGL, vision in OpenCV and Matlab, algorithm design

NOTABLE VOLUNTEER WORK

Fruit Tree Planting (January 2023-Present)

- Started a community initiative to plant fruit trees in my town in the front yards of willing participants, free of charge.
- Over two dozen trees planted as of Autumn 2024
- Performed community outreach, consultation of tree variety and location, and procurement and planting of the trees.
- [Interviewed by local news station, WBZ, in April 2023](#)

My portfolio and an online PDF version of this resume can be found at:

<http://SpencerFabricant.github.io/>

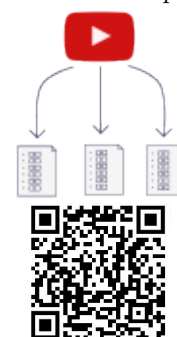


Keep In Touch on the Google Play Store



<https://play.google.com/store/apps/details?id=com.spencerfabricant.keepintouch>

Improved Youtube Subscriptions (Github)



<https://github.com/SpencerFabricant/ImprovedYoutubeSubscriptions/>