

Spencer M. Fabricant

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SUMMARY

A highly knowledgeable software engineer who enjoys designing software architecture, with a background in bioinformatics. Strong experience in CI/CD infrastructure, bash, Python, and Java. Eager to learn more, and enjoys software architecture and algorithm design. Quick to learn new language and programming paradigms. Experience in full stack and android development.

SKILLS

Languages & Software: Kotlin, C, C++, C#, Java, L^AT_EX, ASP.NET, Javascript, Python, django, git, docker, bamboo, bash

Operating Systems: Windows, Unix, Android

SOLO DEVELOPMENT

Keep In Touch (June 2024 to Present)

- Social reminder application running on Android. Sole creator and developer
- Most of the application follows an MVVM pattern
- demonstration of quick programming language acquisition. Learned Kotlin for this project
- languages and tools: Kotlin, Android Studio, Java, Room, androidx/Jetpack, xml
- Fullstack: frontend/UI, backend, database development, and some experience with publishing
- Currently in closed testing on the Google Play Store. Demo available upon request.

WORK EXPERIENCE

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

- Created docker microservices running python3
- Wrote and maintained large amounts of infrastructure as code. Testing was made to be scalable and increasingly configurable. Written in a combination of bash and python.
- Wrote end-to-end frontend tests and testing framework in Selenium
- Wrote and maintained Docker build infrastructure.
- Utilized custom scripting and APIs to expand the utility of Bamboo, past where it is intended to function. (Python and Bash)
- Occasional general scripting assistance, automation of tedious tasks for members of the lab team (Bash)
- Performed rollouts of software on AWS.

Amadeus (Waltham, MA, June 2018 to December 2018), Site Reliability 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#)
- Implemented software to facilitate software installation on a network of computers.
- 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 solo initiative to plant fruit trees in my town in the front yards of willing participants, free of charge. About ten trees planted this Spring.
- Performed outreach to home-owners, consultation of tree variety and location, and procurement and planting of the trees.
- [Interviewed by local news station, WBZ, in April 2023](#)

Online PDF version: http://SpencerFabricant.github.io/spencer-fabricant_resume.pdf