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# SPENCER POOLE

SOFTWARE DEVELOPER / AUDIO ENGINEER

## OBJECTIVE

To substantially contribute to the maintenance and development of valuable, reliable software in our world and be a constructive, supportive member of the teams that I join along the way.

## SKILLS

### Programming Experience

C#

Python

JavaScript

HTML/CSS

Linux/Bash

Git/GitHub

A little/some assembly language experience

### Audio Experience

Avid Pro Tools

Ableton Live

Logic Pro

### Other Experience

Unity3D

Unreal Engine

Blender

Ultimaker Cura

AWS (EC2, S3)

Windows XP, 7, 10

Adobe Photoshop/Illustrator

## EXPERIENCE

### BARISTA • FRIEDRICH'S COFFEE • OCTOBER 2016 – MAY 2019

Responsible for customer transactions and satisfaction, quality high-value beverage preparation, preparing goods for use the next day, and cleaning/maintaining the storefront.

### SHIFT SUPERVISOR • CARIBOU COFFEE • SEPTEMBER 2015 – JULY 2016

Closing shift supervisor. Managed two others as a team 5 days/week. Responsible for logging store inventory, preparing goods for use the next morning, cleaning/maintaining the storefront, and ensuring customer satisfaction during business hours.

## EDUCATION

### COMPUTER SCIENCE • 5/12/2021 • DRAKE UNIVERSITY

Successfully led a team of 3 members to develop a virtual reality video game for senior capstone project.

### AUDIO ENGINEERING • 13/6/2014 • THE INSTITUTE OF PRODUCTION AND RECORDING

Studied recording studio management and trained in audio and recording equipment. Recorded, mixed, and mastered music for local bands and also practiced audio post-production for cinema.

### EMAIL

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