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| SP 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/Java  HTML/CSS  Linux/Bash  Git/GitHub  MySQL  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 | |  | | --- | | spencer poolesoftware engineer |  eDUCATIONB.S. cOMPUTER sCIENCE • 5/12/2021 • dRAKE UNIVERSITY Successfully led a team of two other C.S. students to develop a virtual reality video game using C#, Unity3D, and the HTC Vive. I assisted my team in learning Unity3D, GitHub, and C# as they were unfamiliar with them, and I allocated tasks to meet our development milestones and overall goal of a playable demo within 3 months’ time. A.A.S. AUDIO PRODUCTION & ENGINEERING • 6/13/2014 • 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 practiced audio post-production for cinema. EXPERIENCEbARISTA • 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. |