

# Terence Sperringer, Jr.

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Portfolio: <https://terencesperringerjr.github.io/web-portfolio/>

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## Qualifications

**Summary:** Professional developer devoted to touching people's lives through interactive experiences

**Languages:** English, Intermediate level Japanese

**Recent Technologies:** C++, C#, Bash, Git, JIRA, Unity, Windows

## Experience

### Freelancing

Orlando, FL | Pittsburgh, PA

2020 - Present

#### Software Engineer, Game Developer

##### *Personal Projects*

Unity, Visual Studio, C#, Git, Windows

- Programming, debugging, and refactoring systems for PC games and experimental projects
- Utilizing Git source control versioning system

### Bohemia Interactive Simulations

Orlando, FL

2019 - 2020

#### Software Engineer

##### *Blue IG*

C++, C#, Git, SVN, JIRA, Windows

- Designed, developed, and maintained components for image generator and simulation software
- Reviewed, debugged, and refactored code
- Managed projects, bug-reported, and estimated schedules via JIRA issue tracker
- Employed Agile software development methodologies (scrums, kanban, sprint retrospectives & planning, task analysis)
- Utilized Git & SVN source control versioning systems

### University of Pittsburgh

Pittsburgh, PA

2014 - 2019

#### Software Developer

##### *Department of Biomedical Informatics*

C, C++, Java, JavaScript, HTML, CSS, JQuery, Bash, Slurm, Mapbox, Git, Windows, Linux

- Designed and developed research assistance software
- Created user documentation
- Debugged and refactored code
- Participated in daily scrums, client meetings, and planning meetings
- Managed git code repositories

##### *SPEWMap*

HTML, CSS, JavaScript, JQuery, Java, C, C++, Bash, Slurm, Mapbox

- Designed and developed front-end for SPEWMap web application
- Engineered pipeline for parallel processing CSV data into map tiles
- Managed Slurm batch jobs for running multiple processes in Pittsburgh Supercomputing Center

##### *FRED for Cygwin Installer*

NSIS (Nullsoft Scriptable Install System), Cygwin

- Created Cygwin-based installer for FRED (Framework for Reconstructing Epidemiological Dynamics)

##### *EpiCaseMap (Epidemic Cases Map)*

HTML, CSS, JavaScript, JQuery, Java, Mapbox, Play! Framework

- Designed and developed front-end for EpiCaseMap web application

##### *Apollo Location Services*

HTML, CSS, JavaScript, JQuery, Java, Mapbox, Play! Framework

- Developed front-end for Location Services web application

### GREE International

San Francisco, CA

2012

#### Games Integration Engineer

##### *Sales Engineering*

JavaScript, C#, Unity, GREE Platform SDK

- Assisted high priority clients by communicating via Skype, meeting clients in person, researching and suggesting methodologies for analytics, and play-testing apps to be reviewed for the Apple Store and Google Play Store
- Created sample code and Unity3D demos to help third party developers integrate GREE's platform into their games as well as to assist in debugging client issues
- Assisted with internal support by reporting discovered issues, creating internal development requests, and resolving problems when capable of preventing unnecessary escalation

Staff Engineer

- Creative Services: Kindworks

HTML, CSS, JavaScript, MySQL, PHP

- Designed and queried database, and programmed scripts for altruistic online community website
- Creative Services: School of Music Social

Unity, C#

- Modified a Microsoft Kinect game for the CMU School of Music's centennial anniversary social
- Creative Services: SIGMA

Unity, C#, JavaScript

- Programmed multiplayer networking and database access plugin for a team-run factory simulation
  - Assisted development of gameplay and interface elements
- Creative Services: ARGo

Ruby on Rails, SQL, Haml

- Completed development of an user-based, content-driven, educational mobile phone app
- Creative Services: Oceanus

C, C++, OpenCV, Unity

- Prototyped an interactive crowd camera experience for the 2012 World Expo in Yeosu, South Korea
  - Traveled to Osaka, Japan to hand off project (three weeks' stay)
- Creative Services: Intermediate Unit 1

C#, Microsoft Silverlight

- Programmed an interactive early education app for the SMART Technologies SMART Table

University of Pittsburgh

Pittsburgh, PA

2004 - 2009

Work Study Program

- Office of Experiential Learning

Junior Database Administrator
- Computer Science Department: Faculty

Teaching Assistant
- Psychology Department: Smoking Research Group

Research Assistant
- Computer Science Department: Staff

Graduate Office Assistant
- Psychology Department

Website Administrator / Office Assistant
- Electrical and Computer Engineering Department

Computer Laboratory Assistant

Education

University of Pittsburgh	Pittsburgh, PA	2010
Bachelor of Science in Computer Science Bachelor of Arts in Japanese Language and Culture Certificate: East Asian Studies		
Temple University Japan	Tokyo, Japan	2007
Study Abroad		