

# 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

##### *Contract - Mega Cat Studios*

Unity, Visual Studio, C#, Git, Windows

- Programming, debugging, and refactoring systems for PC game
- 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

**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

**Carnegie Mellon University Entertainment Technology Center**

Pittsburgh, PA | Osaka, Japan

2010 - 2012

**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*