

Terence Sperringer, Jr.

Linked in: <http://www.linkedin.com/in/tsperringerjr>
Portfolio: <https://terencesperringerjr.github.io/web-portfolio/>

Email: terence.sperringer.jr@gmail.com
Phone: [\(724\) 650-4302](tel:(724)650-4302)

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

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

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