

Spencer E. Chastain

sechastain@gmail.com

678.439.6175

Objective: *To work in a high-paced, creative team environment solving new, unique, and demanding problems.*

Education: Georgia Institute of Technology (1996 - 2001)
Bachelor of Computer Science
Specialization: Graphics, Databases, HCI
GPA: 2.9

Kennesaw State University (2003-2005)
Master of Science, Applied Computer Science
Research: Real-time Linux
GPA: 3.9

Work History

Pictage, Inc. (5/2011 – 1/2012)

Director of Atlanta Development

- Managed development and maintenance of a suite of python-based web applications and services that provided relationship and business management tools for professional photographers
- Defined and tracked processes, requirements, releases, and schedules
 - Weekly maintenance releases beginning in August 2011
 - 5 major software releases focused on new major features, if not new products/services
- Coordinated and established processes with quality assurance, operations, and support
- Worked with remote development team lead to define a migration path for product unification and streamlining

TeleMed, Inc. (2/2009 - 5/2011)

Supported modernization efforts of the medical telephone answering service

- Created SiX – Scripting in XML – a language for scripting operator cue cards
- Implemented Advanced Script Editor (ASE) for editing SiX scripts
- Implemented a runtime in C# for Win Form and Web Form interfaces
- Implemented win form interfaces in C# to record, track, and guarantee messages and their delivery
- Implemented RESTful web services for use by Java applets and mobile applications

Lockheed Martin Aeronautics Company - Simulation System Software (8/2002 - 2/2009)

CORE Software Lead Engineer

- CORE - Common Operating Real-time Environment - A distributed, hard real-time operating system for all simulation laboratories
- Duties as lead engineer included requirements analysis, software design, software development, schedule development and tracking, and process development
- Real-time software
- Implemented in C++ to run on numerous operating systems (E.g. Solaris, Irix, Windows, Altix)
- Design focus on performance, scalability, modularity, and pluggability
- User software
- Implemented in Java to support cross-platform requirements
- Rearchitected and reimplemented per my my direction and supervision
- Software design focus on separation of concerns via Model-View-Controller pattern, scalability, and pluggability
- All GUIs designed using interaction design principles

Recognitions:

- Early 2008 - Appointed software lead for all of CORE software
- Late 2007 - Received early promotion and appointed software lead of CORE's Java software
- 2006 - Received customer special recognition award for leading the completion of our first major integration milestone
- Regularly received above satisfactory performance rating during review cycles

Off the Job

Family – wife, four boys between the ages of 8 and 1

Church – participate in several education ministries among other activities

Scouts – Cub master of my oldest boy's cub scout pack. I'm an avid hiker and camper.

Tinkerer – I like keeping up with what's going developing in the computer world, so I mess with various technologies that catch my eye.

Media - I love to read books, watch movies, and play games. I have a sweet tooth for Fantasy/Sci-Fi and RTS.

Skills:

PM
Agile,
Waterfall,
Scrum,
Release
Planning,
Schedule
Management,
VersionOne,
MS Project

CM Tools

jira
lighthouse
github
git
bzt
svn

Design

OOA&D,
Design
Patterns,
IxD,
Unit Testing,
Continuous
Integration

Languages

Java
C++
C#
Python
JavaScript
Html
Css
ASP.Net
Ada95

Databases

mysql
postgres
sqlite
oracle

OS

Linux
Irix
Altix
Solaris
Windows
Android