Spencer Lee Obsitnik

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OBJECTIVE

Software Engineer/creative technologist with 10+ years of professional coding experience, aiming to develop innovative, industry ready software. Successfully started a software company in 12 months by creating and supporting a front and back end application that allows virtual reality arcades to operate. Skilled in agile software development, game design and development, and flexible object-oriented programming.

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY   **Atlanta, Georgia**
Bachelor of Science in Computer Science   *May 2018*
● Zell Miller Scholarship and the Dean's List   GPA: 3.5

EXPERIENCE and ACTIVITIES

Nyft Studios   **Atlanta, Georgia**
Game Dev & Interoperability Lead   *2021 – Present*
● Developed/designed standards and products to smoothly transition partner assets to a 3D UGC game world
● Lead narrative design to create compelling world events, driving retention and new players
● Iteratively designed player loops to increase 1 day retention, increasing it from 15% to 35%
● Programmed general game mechanics, character controller, and networking mechanics in Unity

Georgia Tech Research Institute
Professional Researcher & VR Developer   **Atlanta, Georgia**
● Investigated and developed virtual reality applications for analysis and training in multiple sectors   *2019 – 2021*
● Designed end-to-end VR training applications for both maintenance and defensive capabilities
● Developed protocol standards for low level network communications across multiple busses
● Created protocol extraction and editing applications to increase network capabilities

AT&T   **Atlanta, Georgia**
Developer   *2018-2019*
● Developed middleware for 5G integration into current network stack using Javascript
● Created software tools to aid in the creation and organization of Virtual Network Functions
● Created and supported micro-services exposed by a rule engine

iSimuVR Virtual Reality Arcade Startup
Co-Founder & Lead Programmer   **Atlanta, Georgia**
● Secured seed funding to open a virtual reality arcade and develop distributed, multi-tiered systems   *2016 – 2020*
● Lead a team of developers in creating and maintaining an immersive VR Unity home "station"
● Iteratively designed a custom home space to replace the unintuitive SteamVR launcher
● Gained a deep knowledge of marketing, customer acquisition, and sales in information technology
● Effectively articulated technical challenges and solutions to employees in an abstract environment
● Accepted to the 2017 Georgia Tech Startup Accelerator as one of 30 teams out of 250

SKILLS/INTERESTS

Languages: English (native), Spanish (basic)
Skills: C#, Java, Python, C, C++, Swift (Apple), .NET, Javascript, SQL, video game design & development, Pentesting, Structured Text/Ladder Logic, MatLab
Software: Unity, Unreal, React, Blender, GIMP, Photoshop, Meteor Framework, Kali Linux, Solidworks, RSLogix, FactoryTalk, 3D Studio, Microsoft Office Suite