

Daniel Spencer  
Software Engineer  
339-233-7446  
Daniel.Patrick.Spencer@gmail.com  
[GitHub](#)

## Education

### **BA Computer Science | Oberlin College | 2007 - 2011**

Advanced courses include Computer Graphics, Programming Languages, and Information Security.

## Work Experience

### **Software Developer | Rapleaf | Summer 2011 - Present**

Developed many projects, largely relating to the ruby on rails layer of our software, including:

- Developed a hands-off data purchase system.
- Engineered and executed a redesign/re-architecture of our logged-in website which integrated with a number of external email service providers.
- Produced numerous internal tools and data management UIs.
- Managed internship program.

### **Software Development Intern | Rapleaf | Summer 2010**

Built a service that allows customers to learn about subscribers to email newsletter campaigns.

### **Lab Tutor and Grader | Oberlin College Computer Science | Fall 2009 - Spring 2011**

Assisted new computer science students with topics ranging from the fundamentals of object oriented programming, including control flow, basic algorithms, and data structures.

### **Webmaster | Oberlin Swing Dance Society | Fall 2008 - Spring 2009**

Maintained and updated the swing dance club website. Managed online registration for a large event using PHP and MySQL.

## Projects

### **[Collaborative Whiteboard](#) | Spring 2012**

Created a real-time collaborative drawing web-app using nodeJS, socket.io, and mongoDB. Successfully used to help communicate web design concepts between colleagues and myself.

### **[Matrix Mathematics Calculator](#) | Oberlin College Computer Science | Fall 2010**

Wrote a matrix oriented calculator capable of both matrix and floating point arithmetic using a recursive decent parser in C++.

### **["Moon Prison" Computer Game](#) | Oberlin College Computer Science | Fall 2009**

Worked in a small team to develop a puzzle platformer game in C# using XNA framework. Lead the team as the design lead, and was in charge of modeling and implementing the game physics.

## Languages and Libraries

**Languages:** Ruby | Javascript | C++ | Java | Scheme | HTML + CSS | MySQL

**Libraries & Tools:** Ruby on Rails | jQuery | apache Thrift