Jason Spencer

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Profile

I am a versatile software developer with over 20 years experience. I have been working remotely for Seattle-based companies since 2012. I have experience working with large codebases, running large clusters of machines, and delivering timely and reliable updates to customers with minimal disruption. I have experience leading teams and mentoring junior engineers. I have a varied background in many different languages and systems and an insatiable curiosity to find out how things work.

Experience

Prompt.io — Chatbox   *Founding Engineer*
Seattle, WA (Remote)   **2014 − Present**
Our team built a cluster of Java-based services and a TypeScript frontend serving as a scalable platform for messaging and customer service. It is flexible, scriptable, and ties into many third-party services. Thousands of customers rely on it for their operations and it has handled peaks of over a million customer messages per day.
Interesting problems I worked on: "low-code" micro-app toolkit, application security, time & date handling, character encoding, distributed consensus (RAFT), API design, release management

Jawfish Games   *Lead iOS Developer, Founding Engineer*
Seattle, WA (Remote)   **2012 − 2014**
Our focus was on casual real-time multiplayer tournament games. We developed original games and modified existing turn-by-turn game types to work in a real-time player vs. player setting. This meant building a distributed messaging platform, game server host, and matchmaking service. I ran the iOS team building the front end and also wrote server side game logic. Our game MatchUp which was a suite of tournament games hit the Top 10 in the iOS App Store.
Interesting problems I worked on: game design, custom binary protocols, code generation, animation scheduling, complicated team dynamics, multi-architecture RNG synchronization

Full Tilt Poker   *Software Developer*
Edmonton, Alberta   **2008 − 2011**
FullTilt Poker acquired BioTools in 2008. The main development office was in Dublin, Ireland. We operated as a skunkworks/R&D division in Edmonton, Canada. Our largest project was a tool for players to view and analyze the history of all the hands they had played. In addition to this development work I ran the build-out of the distributed database system underlying it. Later, I ran a project to create a simplified poker game client for android phones.
Interesting problems I worked on: multi-terabyte binary datasets, distributed databases, user interface design, server hardware build-out

BioTools Inc.   *Operations Manager, Developer*
Edmonton, Alberta   **2004 − 2008**
We started with a suite of Bioinformatics tools for genome and protein sequence analysis. We shifted course to produce Poker Academy. This was a learning and training tool similar in spirit to Chessmaster, but for Poker. Along with development work, mostly in Java, I ran the datacenter, which hosted online play-money poker tournaments, supported the retail software sales and hosted a vibrant community of players.
Interesting problems I worked on: game opponent AI (non neural-net based), retail software distribution (online and physical multi-language), data center management and security, community engagement

Alberta Functional Language   *Software Developer*
Assessment Battery
Edmonton, Alberta   **2003 − 2004**
This was a project for a linguistics professor at the University of Alberta. I created a small
domain specific language and a system for creating clinical reports. You would feed it raw test
scores and a report template and it would perform statistical analyses and output a formatted
report.
Interesting problems I worked on: language design, parsing, statistical analysis

Edmonton Public School Board   *Software Developer*
Edmonton, Alberta   **2000 − 2002**
School computer technicians were using ad-hoc mechanisms such as spreadsheets to keep track
of various bits of data such as network information. I imported these into a database and built
a web-based tool to make this easier. We later packaged this up as a "web portal" that was
sold as a tool to other school districts.
Interesting problems I worked on: import of messy data sets, location mapping, network
configuration tools

Education   University of Alberta **BSc Neuroscience**, 2003
                    University of Alberta **BSc Evolutionary Biology**, 2001

Hobbies   Cooking, Backpacking, Kayaking, Electronics, Parametric CAD & 3D Printing