



BRIAN SPENCE

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EDUCATION

California Polytechnic State University, San Luis Obispo

Bachelor of Science: Computer Engineering

Cumulative Cal Poly GPA: 3.0

Date of Completion: March 2013

WORK EXPERIENCE

Tapestry Solutions, a Boeing Company

Software Engineer Level II, March 2013 - present Worked in small teams to develop software, fix bugs in products, and complete tasks without oversight. Lead teams, mentored students, worked with Project Managers, Customer Service, and customers directly to create requirements and tasks to track and implement customer requests. Designed and implemented solutions to client side and server side features/problems.

Software Engineer Part-Time, May 2012 - March 2013 Gained experience developing an enterprise application using Java and ActionScript. Maintained a productive and consistent pace through self motivation.

PROJECTS

Oman Portal

Designed and implemented a central web portal for the Ministry of Defence of the country Oman. Created web forms for interacting with other MOD software. Worked with teammates remotely in San Diego. Demonstrated the project to Ministry of Defence employees in person.

ICODES Single Load Planner

Contributed to logistical web application for loading cargo onto ships, airplanes, trains and yards. Worked in large code base with extensive legacy code. Responsible for fixing bugs and implementing new features in client and server code, handling performance analysis and improvements, implementing 2d-graphical viewer, and pdf generation.

Immersive Virtual Reality System, Senior Project

Created a virtual reality system allowing a user to explore virtual worlds by physically walking around an area. Tracking is accomplished through the use of GPS and dead reckoning. Employs the Unreal development kit, a popular video game engine. Integrates with the Oculus Rift headset to create a truly immersive virtual reality.

Rmax++ Project, Computer Vision Team

Designed and integrated an autonomous multi-vehicle system using a quarter-scale helicopter, ground vehicle, and command station in an interdisciplinary team project sponsored by Northrop Grumman. Developed computer vision algorithms and integrated them with the hardware of the helicopter in order to locate targets and relay their GPS location.

TECHNICAL SKILLS

Java	SQL	Agile & Waterfall
ActionScript	JavaScript	Eclipse
Flex	HTML5	Leadership
JSF	Github/SVN	Mentoring

LEADERSHIP & INTERESTS

Electric Vehicle Engineering Club Designed and fabricated a Rapid Battery Interchange System for full-size electric van that automatically swaps out a battery pack in less than five minutes. Maintained and drove the club's award-winning electric Rx-7 race car at community events. Managed club projects and finances.

Orientation (WOW) Leader Guided a group of 10 incoming students in Cal Poly's Week of Welcome program. In close cooperation with my co-leader, organized and executed a detailed plan for every hour of the day and strove to make our students' transition to college smooth.