

Spencer T. Parkin

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- OBJECTIVE** A position in the field of software engineering with special interests in computer graphics and user interfaces.
- EDUCATION** *Bachelor of Science, Mathematics*
Weber State University, Ogden, UT, Graduated 2007
Major: Mathematics
Minor: Computer Science
Graduated high school 2001
- COMPUTER SKILLS** *Languages & Software:* C/C++, Lua, C#, Java, Assembly, HLSL, Perl, Git, OpenGL, MFC, wxWidgets, Qt, cURL, DevStudio
Operating Systems: Windows, Linux.
- EXPERIENCE**
- Programmer* 2012-Present
Avatar Tools Team, Programming Department, Disney Interactive
- Developed new tools to increase team productivity. E.g., Custodian – a wizard program designed to lead the user through a set of esoteric steps; Emu – a tool presenting its users with a visual programming language used to create executables for our engine run-time VM.
 - Maintained existing tools. I.e., fixed bugs, added new features, optimized performance, improved visuals.
- Associate Programmer* 2007-2012
Programming Department, Disney Interactive
- Developed particle authoring tool with live-authoring features.
 - Implemented lens-flare system.
 - Helped port old particle system to new renderer.
- Lab Aide* 2003-2007
Worked as a lab aide to pay for books during the college years.
- Level 1 Programmer* 2001-2002
UI Programming, Acclaim Entertainment
- Worked with artists and designers as sole programmer on main front-end user-interface for Legends of Wrestling II.
- Programming Intern* 2000-2001
FX Programming, Acclaim Entertainment
- Worked on the particle system. Implemented blood/sweat splatter for Legends of Wrestling I and various other particle effects.
 - Implemented body-part resizing subroutine for create-a-wrestler feature.
- PUBLICATIONS** Add publications here

DEMOS

Put links to demos here

**EXTRA-
CURRICULAR
ACTIVITIES**

Served an LDS mission in Los Angeles.

Long Day-hikes to big peaks such as Salt Lake Twin Peaks, Dromodary Peak, Mt. Superior, Lone Peak, BenLomand Peak.

Cubing! Rubik's Cube, Square-1, Curvey-Copter, Rex-Cube, various cuboids, etc.