**Spencer T. Parkin**

2113 S. Claremont Drive

Bountiful, UT 84010

(801) 970-4578

[spencertparkin@gmail.com](mailto:spencertparkin@gmail.com)

<https://github.com/spencerparkin>

**Employment History**

**Senior Software Engineer** 2016 – Present

*3M Health Information Systems, Murray, Utah*

Helped to develop and maintain the test automation component of the continuous integration cycle. Wrote a Python/Selenium-based testing framework designed to exercise the Coding & Reimbursement software developed by 3M HIS. Worked with test automation engineers to make use of the framework.

**Programmer** 2012 – 2016

*Avalanche Software, Salt Lake City, Utah*

Developed new MFC/OpenGL-based tools for use in the asset-to-game pipeline. Worked with tool users (artists) to optimize workflow and educate them on how to use the tools. Modified existing tools to add new features and functionality. Worked closely with those implementing the content build pipeline and engine consumption of game assets.

**Associate Programmer** 2007 – 2012

*Avalanche Software, Salt Lake City, Utah*

Developed file archiving software for use in packaging up files to be efficiently consumed by the game engine at load time. Worked on the CPU- and GPU-side implementation of the particle system, as well as developed a particle-system authoring tool with live-authoring capabilities. Wrote low-level math routines and optimized them with assembly and SIMD intrinsics.

**Lab Aide** 2003 – 2007

*Weber State University, Ogden, Utah*

Helped fellow students with computer-related tasks while earning a 4-year degree.

**Level 1 Programmer** 2001 – 2002

*Acclaim Entertainment, Sugar House, Utah*

Developed the front-end menu system used to choose characters, levels, user preferences and other options before proceeding into game-play. Worked closely with artists and designers to fulfil all software requirements.

**Programming Intern** 2000 – 2001

*Acclaim Entertainment, Sugar House, Utah*

Worked on the particle system implementation and character customization feature of the game.

**Education History**

**Bachelor of Science in Mathematics** 2003 – 2007

*Weber State University, Ogden, Utah*

While earning a 4-year degree, participated in math club, and submitted solutions to problems published in math journals. Earned a minor in computer science.

**High School Diploma** 1998 – 2001

*Viewmont High School, Bountiful, Utah*

While in the first year of high school, played clarinet in the marching band.

**College Credit** 2000 – 2001

*Davis Applied Technology Collage, Kaysville, Utah*

Spent half of the last year of high-school at a community college to earn college credit towards a computer science degree.

**Various Skills & Interests**

**Programming Languages & Paradigms**

C/C++, C#, Java, Lua, Python, Perl, JavaScript, Assembly, HLSL, HTML/CSS, PHP, OOP, Scrum, Agile

**Software Libraries, Frameworks & Programs**

OpenGL, DirectX, MFC, Qt, wxWidgets, MongoDB, SQL, Git, MS DevStudio, PyCharm, AngularJS, JQuery, NodeJS, Windows, Linux, Snapcraft

**General Interests**

Computational geometry, procedurally generated images (e.g., fractals, ray-tracing), geometric algebra, group theory, twisty puzzles, hiking, rock climbing, mountain biking, skiing