**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.

**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.

**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. Write low-level math routines and optimized them with assembly or SIMD intrinsics.

**Lab Aide** 2003 – 2007

*Weber State University, Ogden, Utah*

Helped fellow students with computer-related tasks.

**Level 1 Programmer** 2001 – 2002

*Acclaim Entertainment, Sugar House, Utah*

Developed the front-end menu system used to choose characters, levels and other options before proceeding into game-play.

**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, Centerville, 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**

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

**Software Libraries, Frameworks & Programs**

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

**General Interests**

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