**Spencer T. Parkin**

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<https://github.com/spencerparkin>

**Aim**

To pursue a career in the gaming industry, writing the type of software about which I am most passionate. To expand my knowledge and understanding of modern techniques and algorithms in the field of computer graphics and computational geometry. To cultivate long lasting, professional relationships with peers, based on mutual respect and understanding.

**Employment**

**Lead Software Engineer** 2019 – Present

*L3 Driver Training Solutions, Salt Lake City, Utah*

Developed a new graphics solution for the simulation software using Unreal Engine 5. This was a replacement for the previous solution which used Havok’s Vision engine, now deprecated. The UE module synchronized with the brain of the simulation over multicast-IP/UDP and could scale horizontally to take advantage of multiple GPUs.

**Senior Software Engineer** 2016 – 2019

*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 C++/MFC/OpenGL-based tools (using Snipe) for use in the asset-to-game pipeline. E.g., a tool to help people author reaction chains for characters. Worked with tool users (artists and designers) to optimize workflow and educate them on how to use the tools. Modified existing tools to fix bugs and add new features and functionality. Worked closely with those implementing the content-build pipeline and engine consumption of game assets. Helped ship Disney Infinity. Implemented lens-flares.

**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 (named Octane) at load time for the title Bolt. 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 that was used in subsequent titles; E.g.; Cars. 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 (a B.S. in math.)

**Level 1 Programmer** 2001 – 2002

*Acclaim Entertainment, Sugar House, Utah*

Developed the front-end menu system (in C++) 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. Our title was Legends of Wrestling II.

**Programmer Intern** 2000 – 2001

*Acclaim Entertainment, Sugar House, Utah*

Worked on the particle system implementation and character customization feature of the game Legends of Wrestling I. For example, splatting blood spots (red texels) on the mat during a fight.

**Education**

**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. Occasionally gave talks to the math club on interesting math puzzle solutions.

**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.