

Spenser Saling

Creative Engineer - SailingToMars.com

A passionate, creative engineer who is happiest when learning or inventing something cool. Looking for a career where my unique skillset will be fully utilized to innovate and make the world a better place

Personal Projects

Captivate - *Typescript, React, Electron*

Live stage lighting & visuals that sync to music. - CaptivateSynth.com

FeelWithMe.net - *React, Node.js, MongoDB, GraphQL, Apollo, Redux, FP*

Connects Spotify users based on common music interest.

Personal Space | The Rest of us - *C#, Unity, Lua, Love2D*

Addictive, accessible games with a focus on difficulty, feel, and detail.

Vibe Pan Feeder - *Dynamic Analysis, 3D Printing, Fabrication, Arduino*

A revolutionary design for a low-cost material-handling device

Work History

2020 - **Sr. Software Engineer**

Present *Brainium Studios - Portland, OR*

- Developed mobile games on a team
- Promoted to Sr. Engineer after 1 year in the industry
- Lead development of an in-house tool to display remotely-configured messages and ads in-game

2021 - **Wedding DJ/MC**

Present *Private Contractor - Portland, OR*

- Coordinate with couples to deliver the ideal atmosphere and event flow for their wedding
- Provide high-quality sound and lighting equipment

2015 - **Sales Engineer**

2019 *Bulk Handling Systems - Eugene, OR*

- Coordinated with customers, engineering, and sales to propose recycling facilities in time
- Developed and improved internal design tools
- Trained new employees and organized training sessions

Education

2010 - **Bachelor of Science: Mechanical Engineering**

2015 *Oregon State University - Corvallis, OR*

Summa Cum Laude. 3.86 GPA. Top 5% of the class.

Contact

Location

1250 E. Burnside St. Unit 306
Portland, OR 97214

Phone

+1 5038535767

Email

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Experience

CAD / 3D Modeling 4000 hrs

Music - Writing, Recording, and Mixing 4000 hrs

Software Dev 4000 hrs

Web Dev 1000 hrs

Graphic Design 1000 hrs

Google/Microsoft Productivity Suite 1000 hrs

3D Printing 500 hrs

Game Dev 500 hrs

Video Editing 300 hrs

Woodworking 200 hrs

Metalworking 100 hrs

Unity 100 hrs

Spoken Languages

English Native ●●●●●

Spanish Conversational ●●●●●

Chinese Learning ●●●●●