



SP

SPENCER POOLE

SOFTWARE ENGINEER

OBJECTIVE

To substantially contribute to the maintenance and development of valuable, reliable software in our world and be a constructive, supportive member of the teams that I join along the way.

SKILLS

Programming Experience

C#

Python

JavaScript/Java

HTML/CSS

Linux/Bash

Git/GitHub

MySQL

Audio Experience

Avid Pro Tools

Ableton Live

Logic Pro

Other Experience

Unity3D

Unreal Engine

Blender

Ultimaker Cura

AWS (EC2, S3)

Windows XP, 7, 10

Adobe Photoshop/Illustrator

EDUCATION

B.S. COMPUTER SCIENCE • 5/12/2021 • DRAKE UNIVERSITY

Successfully led a team of two other C.S. students to develop a virtual reality video game using C#, Unity3D, and the HTC Vive. I assisted my team in learning Unity3D, GitHub, and C# as they were unfamiliar with them, and I allocated tasks to meet our development milestones and overall goal of a playable demo within 3 months' time.

A.A.S. AUDIO PRODUCTION & ENGINEERING • 6/13/2014 • THE INSTITUTE OF PRODUCTION AND RECORDING

Studied recording studio management and trained in audio and recording equipment. Recorded, mixed, and mastered music for local bands and practiced audio post-production for cinema.

EXPERIENCE

BARISTA • FRIEDRICH'S COFFEE • OCTOBER 2016 – MAY 2019

Responsible for customer transactions and satisfaction, quality high-value beverage preparation, preparing goods for use the next day, and cleaning/maintaining the storefront.

SHIFT SUPERVISOR • CARIBOU COFFEE • SEPTEMBER 2015 – JULY 2016

Closing shift supervisor. Managed two others as a team 5 days/week. Responsible for logging store inventory, preparing goods for use the next morning, cleaning/maintaining the storefront, and ensuring customer satisfaction during business hours.



SPENCER.ZACHARY.POOLE
@GMAIL.COM



(515) 321 4717



LINKEDIN.COM/IN/
SPENCER-POOLE