

Spencer M. Crapo

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Portfolio at www.spencercrapo.com

Experience

Senior Software Engineer

July 2018 - Present

Conservice

Logan, UT

- Designed, implemented, tested, documented, and maintained features for new and existing websites
- Developed in a Full Stack environment, concurrently working in C#, JavaScript, HTML, CSS, and SQL
- Incorporated and maintained build pipelines and utility scripts
- Architected complex libraries and GUI-based editors for a custom Rules Engine
- Collaborated with engineers and operations across multiple products
- Mentored and assisted fellow engineers across multiple teams

Software Engineer Student Assistant

Jan 2017 - July 2017

Space Dynamics Laboratory

Logan, UT

- Implemented, tested, and documented features for an Augmented Reality application
- Built a military application for the Microsoft Hololens using Unity3D and C#
- Incorporated features leveraging map and web APIs to inform 3D spatial rendering
- Interfaced with a RESTful Database backend for information persistence
- Produced custom High Level Shader Language scripts to support specialized rendering features
- Documented and presented to multiple interest groups

Software Engineer Intern

May 2015 - Aug 2015

Boston Scientific, Neuromodulation

Valencia, CA

- Designed, documented, implemented, and tested design audit tools in C#
- Created a fully automated FDA compliant test-result tracing build tool for thousands of unit tests
- Formally validated the project to meet FDA regulations for Class III medical devices

Education

Bachelor's of Science, Computer Engineering

Dec 2017

Utah State University, Computer Science Minor

GPA 3.34

- Classes in Distributed Systems, Database Systems, Computer Architecture, and Networking
- Built a custom quadcopter with a gesture control scheme as a senior project
 - Interfaced with a commercial armband, Myo, to produce gesture based controls
 - Utilized WiFi Direct and Bluetooth communications
 - Constructed a custom Android App in Java as a user interface
 - Programmed a high level control program in C++ for Raspbian on a Raspberry Pi Zero-W
 - Leveraged Google's gRPC library to improve communication throughput

Skills

Programming Languages and Frameworks

- Proficient in C#, C++, Java, JavaScript, TypeScript, HTML, CSS, SQL, and LUA
- Comfortable with ASP.NET Framework, DotNet Core, React, Redux, and Flutter
- Familiar with IDEs such as Visual Studio, Eclipse, and Android Works
- Worked with Windows, Linux, Android, VR, and AR platforms
- Knowledge of GIT, Jenkins, Jira and other continuous integration tooling

System Creation and Integration

- Built complex software, including Game Engines and Websites, both from platform APIs and Frameworks
- Designed and developed tools for data synthesis and content integration into custom systems
- Integrated with established systems, such as Unity3D and the Unreal Engine