JASON SPENCE

Software Developer

Burnaby, British Columbia, Canada

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SKILLS AND TECHNICAL PROFICIENCES

Programming Languages:	C++ 23, Kotlin, Python, C#, Java, JavaScript & React, SQL, R, SAS, Haskell
Development Expertise:	OOP, AWS, Algorithms, Neural Networks, Statistical Analysis, Clean Code
Collaboration Tools:	Git & GitLab, Atlassian, Figma, LaTeX, Markdown, Microsoft Office (Excel, etc.)
Project Experience:	Agile, Team & Self-directed, Team-lead, Teacher, Detailed, Problem solver

WORK EXPERIENCE

Software Engineer, Intelligent Haptronic Solutions (IHS) Jan – Aug 2023

Internship on Medical Training Simulation Software

- Engineered Unity 3D UX for training scenarios, including prompts, icons, and success conditions
- Designed client-server protocol between Unity, embedded Raspberry Pi & SQL database
- Automated testing for new and existing code

Software Engineer, HP Inc. Sep – Dec 2022

Internship on HP Anyware Software

- Led 'spike' investigation in TCP and UDP network connections, providing a clear path to improve stability
- Resolved security reports, to maintain Teradici Inc. under the security umbrella of HP Inc.
- Maintained high quality code through AWS remote development and debugging

High School Science Tutor Feb – Jun 2022

- Improved student understanding 1h/w leading to grade increase from C to A and glowing recommendation

Research Programmer, Colijn Mathematics Lab Jan – Aug 2019

- Created novel fuzzy-statistical algorithm to enable analysis of sparse anthropological data

PROJECT EXPERIENCE

Product Owner & Software Engineer, Cradle Vital Signs Alert Sep 2024 – Dec 2024

Self-directed Team Research Project Developing Healthcare Software

- Engineered Kotlin workflow that prompts users with next steps and recommendations
- Debugged SMS integration between Android and React apps
- Chaired team meetings, prioritizing weekly and semesterly goals

Flight Automation Lead, Simetra: Starship Bridge Simulator Jan 2020 – Ongoing

Group project featuring a custom C++ engine, simulated physics and cooperative multiplayer

- Designed internal Matrix library with user-friendly interface and efficient backend
- Implemented algorithm to automate fully-simulated flight regardless of thruster configuration
- Built AI pilot to perform complex automatic flight maneuvers from simple inputs

EDUCATION

Computing Science Bachelor (second degree)**, Simon Fraser University** May 2022 – Ongoing

Projected Graduation: April 2026

- GPA: 4.0 – President's and Dean's Honour Rolls