

# Spenser Saling

Software Engineer | SailingToMars.com | github.com/spensbot

Full-stack engineer with a passion for empowering creators through software with elegant UX.

## Projects

**Captivate** - *Typescript, React, Redux, Electron, C++, WebGL, three.js*

Stage lighting & visuals that sync to music | CaptivateSynth.com

- 20,000 lines of code, 100+ GitHub stars, used by live performers
- A performant UI rendering large amounts of frequently-updated data
- Custom native C++ libraries using Node's N-API
- Realtime 3D visualizations using three.js and WebGL
- Low-Level Network and Serial code for integrating DMX hardware

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

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

## Work History

2020 - **Lead Software Engineer**

Present **Sr. Software Engineer (2022 - 2024)**

**Software Engineer (2020 - 2022)**

*Brainium Studios - Portland, OR*

- Led the platform team to develop a shared Unity foundation using agile processes
- Developed a scalable game backend in DotNet and C#
- Coordinated with product to create a tool to author and display remotely-configured messages and ads in-game with a React console
- Developed game and engine code for a cross-platform mobile game written in Rust
- Revolutionized methodologies and tooling to implement UI C++
- Managed a group of direct reports
- Utilized AI-assisted developer workflows with Copilot and ChatGPT

2015 - **Sales Engineer**

2019 *Bulk Handling Systems - Eugene, OR*

- Designed turnkey recycling facilities
- Coordinated with customers, engineering, and sales to deliver proposals on time
- Developed and improved internal tooling
- Trained new employees and organized training sessions

## Contact

### Location

Portland, OR 97214

### Phone

+1 5038535767

### Email

spenser0saling@gmail.com

## Relevant Experience

C++ (Frontend)	4000 hrs
Rust (Frontend)	2000 hrs
Unity	2000 hrs
React	2000 hrs
DotNet (Backend)	1000 hrs
Electron	1000 hrs
Agile Processes & Tools	2000 hrs
CAD / 3D Modeling	4000 hrs
Music - Writing, Recording, and Mixing	4000 hrs
Graphic Design	1000 hrs
3D Printing	500 hrs
Wedding DJing	500 hrs

## Relevant Education

**BS Mechanical Engineering**

2010 - 2015

Oregon State University

**Machine Learning Specialization**

2024

Coursera - Andrew Ng