

Spenser Saling

Software Engineer - SailingToMars.com

I love to program, learn, and create. I'm looking to form relationships on a close-knit team of developers who feel the same.

Projects

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

A site that connects Spotify users based on music interest.

SailingToMars.com - *React, Javascript, Gatsby, FP*

A blazing-fast, pre-rendered portfolio site.

Crispy | Lush - *Modern C++ (11+), JUCE, Multi-threaded Programming, OOP*

Audio effect plugins that add saturation and delay to a mix.

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

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

Work History

2015-07 - **Sales Engineer**

2019-07 *Bulk Handling Systems - Eugene, OR*

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

2014-04 - **Associate Design Engineer**

2014-09 *Consolidated Metco - Vancouver, WA*

- Designed a manufacturable cargo system for semi-trucks

2013-04 - **Fixture Design Intern**

2013-09 *Allied Systems - Sherwood, OR*

- Designed dozens of fixtures to increase safety, efficiency, and ease of manufacturing.

Education

2010-09 - **Bachelor of Science: Mechanical Engineering**

2015-06 *Oregon State University - Corvallis, OR*

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

Contact

Address

Gresham, OR 97080

Phone

+1 5038535767

Email

spenser0saling@gmail.com

Programming Languages

C++



Javascript



C#



Python



Spoken Languages

English

Native



Spanish

Conversational



Chinese

Learning



Experience

Web Development

1500 hrs

Game Development

500 hrs

Audio Software Development

1000 hrs

CAD / 3D Modeling

4000 hrs

Music - Writing, Recording, and Mixing

4000 hrs

Graphic Design

1000 hrs