

Spenser Saling

Creative Engineer - SailingToMars.com

A passionate, creative engineer who is happiest when learning or inventing something cool. Looking for a career where my unique skillset will be fully utilized to innovate and make the world a better place

Personal Projects

Captivate - *Typescript, React, Electron*

Live stage lighting & visuals that sync to music. - CaptivateSynth.com

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

Connects Spotify users based on common music interest.

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

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

Vibe Pan Feeder - *Dynamic Analysis, 3D Printing, Fabrication, Arduino*

A revolutionary design for a low-cost material-handling device

Work History

2020 - **Sr. Software Engineer**

Present *Brainium Studios - Portland, OR*

- Developed mobile games on a team
- Promoted to Sr. Engineer after 1 year in the industry
- Lead development of an in-house tool to display remotely-configured messages and ads in-game

2021 - **Wedding DJ/MC**

Present *Private Contractor - Portland, OR*

- Coordinate with couples to deliver the ideal atmosphere and event flow for their wedding
- Provide high-quality sound and lighting equipment

2015 - **Sales Engineer**

2019 *Bulk Handling Systems - Eugene, OR*

- Coordinated with customers, engineering, and sales to propose recycling facilities in time
- Developed and improved internal design tools
- Trained new employees and organized training sessions

Education

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

2015 *Oregon State University - Corvallis, OR*

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

Contact

Location

Portland, Oregon
USA

Phone

+1 5038535767

Email

spenser0saling@gmail.com

Experience

CAD / 3D Modeling 4000 hrs

Music - Writing, Recording, and Mixing 4000 hrs

Software Dev 4000 hrs

Web Dev 1000 hrs

Graphic Design 1000 hrs

Google/Microsoft Productivity Suite 1000 hrs

3D Printing 500 hrs

Game Dev 500 hrs


Video Editing 300 hrs

Woodworking 200 hrs

Metalworking 100 hrs

Unity 100 hrs

Spoken Languages

English Native 

Spanish Conversational 

Chinese Learning 