

Spencer Sims

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Open Source Projects: <https://spencersims.com/github>

Physical Address: 10512 S. 7th Ave Inglewood, CA 90303

Education:

Oakwood University: BS Computer Science, BA Theology/Mathematics. 2008-2012

Professional Employment:

Griddy Energy | Playa Vista, CA January 2018- Present

Full Stack Engineer

Griddy provides the wholesale price of electricity directly to consumers in real time.

- Troubleshoot bugs and improved member's experience with new features and improvements.
- Created and developed RESTful API web services.
- Improved microservice development processes for greater developer efficiency.

Technologies used: Golang, AWS EC2, AWS SQS, GRPC, PostgreSQL.

Domuso | Santa Monica, CA October 2016- December 2017

Full Stack Engineer

Domuso handles certified and online rent payments for multi-family homes.

- Transferred and upgraded core processes from a monolith Java application to a serverless-lambda microservice environment.
- Intergration with desktop check scanners to process personal and certified checks.
- Built tooling to triage issues and help speed up the development process with 3rd party APIS.
- Created and developed RESTful API web services.
- Intergrations with Vantiv Payments Processor, JSON and SOAP API development.

Technologies used: AWS EC2, AWS Beanstalk, AWS SQS, Node Js, MySQL, Java, Groovy, AWS Lambda, AWS SES, Redis, Selenium, Redshift.

HopSkipDrive | Los Angeles, CA July 2015- June 2016

Lead Full Stack Engineer / DevOps

HopSkipDrive is an online Transportation Network Company for children.

- Built node offer dispatch engine using Amazon SQS queues and state machines.
- Built systems for collecting and cleaning up GPS data to provide accurate distance estimation down to 0.999%.
- Implemented systems for developers to test new features in sandbox environments.
- Constructed real-time monitoring applications for systems and admin.

- Mentored more junior developers.
- Built tooling.
- Created and developed RESTful API web services.

Technologies used: AWS EC2, AWS Beanstalk, AWS SQS, Node Js, Mongo DB, Meteor JS.

Sanguine Biosciences | Los Angeles, CA February 2014- June 2015

Lead Full Stack Engineer

Sanguine is a digital clinical research organization.

- Created and developed RESTful HIPPA compliant API web services.
- Architected digital platform using Angular/Ionic, Node JS.
- Mentored Junior Developers and hired senior personnel.
- Designed and Built a Self-Scheduling system matching up the schedules of healthcare workers, clients and donors. (patent pending)
- Managed outside technical agencies and project management.

Technologies used: Linux, Angular JS, Ionic, Node Js, Mongo DB, Express, Mongoose JS. , Python, Salesforce , Redis, Jasmine, Browserify.

Idea Nerd | Los Angeles, CA January 2014- February 2014

Web Engineer

Idea Nerd is a software studio that specializes in web and mobile product development.

- Created and developed RESTful API web services.
- Developed single-page JavaScript MVC/MVVM applications using Angular JS.

Technologies used: Node JS, Angular JS.

Idea Nerd | Los Angeles, CA October 2013- December 2014

Web Engineer Intern

Idea Nerd is a software studio that specializes in web and mobile product development.

- Created and developed RESTful API web services.
- Created scripts to automate server tasks.
- Developed single-page JavaScript MVC/MVVM applications using Angular JS.

Technologies used: Linux, jQuery, Angular JS, Node Js, Mongo DB, Express, Mongoose JS., Python

Los Angeles Adventist Academy | Los Angeles, CA August 2012- January 2013

Computer Science/Math Teacher

Los Angeles Adventist Academy is a private K-12 Seventh-day Adventist school.

- Taught Computer Science concepts for grades 1-8th. Taught computer literacy, computer applications for grades 9 and 11 respectively. Provided after-school tutoring. Built keyboarding software to teach keyboarding to 9th graders. Gave a talk at the 2013 Joint Mathematics Meetings about teaching mathematics using programming languages.
- Ran the robotics/computer science club in which the students studied the basics of C++. Taught PHP and JavaScript concepts.
- Planned, Created and launched main website. Placed emphasis on usability.

Technologies used: PHP, MS Office, JavaScript.

Teens Happy Homes Foster Family Agency | Los Angeles, CA May 2012- August 2013

Web Designer

Teens Happy Home, Inc. is a non-profit agency that began operating a group home care facility for children in Los Angeles County in 1990. Teens Happy Home Foster Family Agency is licensed by the state of California to recruit and train individuals and couples to become certified foster parents.

- Designed, Developed and Deployed the full stack of the site.
- Worked with managers in building a site in compliance with Title 22 regulations.

Technologies used: PHP, Adobe Dreamweaver, MySQL, JavaScript.

Computer Repair Society | Huntsville, AL January 2012- May 2013

Web Developer

The Computer Repair Society is a collection of highly skilled computer technicians serving the Huntsville-Decatur Alabama Area.

- Designed, Developed and Deployed website.
- Created backend management system to distribute orders and document funds.

United Student Movement | Huntsville, AL August 2011- May 2012

Webmaster

The United Student Movement (USM) is the student government of Oakwood University. It is the parent organization of all of the student clubs and activities on the campus of Oakwood University.

- Appointed to develop and launch the first USM website. Worked with administration to secure a subdomain.
- Built a custom SMS Messaging system that send short bits of information to over 1200 contacts.

Technologies used: PHP, MySQL, JavaScript, HTML, CSS, Ajax.

James Madison University | Harrisonburg, VA May 2011- August 2011

Software Engineer

James Madison University is a school of higher education located in Harrisonburg, Virginia. The REU (Research Experience for Undergraduates) program that I focused on specialized in the mathematics of the ancient game of Mancala.

- Worked with mathematicians in devising algorithms to model and better understand these types of ethnic games.

Technologies used: C++

References:

References are available upon request.

Also available at <https://spencersims.com/linkedin>