

## Spencer Lee Obsitnik

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### **OBJECTIVE**

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Software Engineer with 5+ years of professional coding experience, aiming to develop innovative, industry ready software. Successfully started a software company in 12 months by creating and supporting a front and back end application that allows virtual reality arcades to operate. Skilled in agile software development and flexible object-oriented programming.

### **EDUCATION**

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#### **GEORGIA INSTITUTE OF TECHNOLOGY**

**Atlanta, Georgia**

#### **Bachelor of Science in Computer Science**

*May 2019*

- Zell Miller Scholarship and the Dean's List

GPA: 3.1

### **EXPERIENCE and ACTIVITIES**

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#### **iSimuVR Virtual Reality Arcade Startup**

##### ***Co-Founder and Lead Programmer***

**Atlanta, Georgia**

- Secured seed funding to open a virtual reality arcade and develop distributed, multi-tiered systems *2016 – 2020*
- Lead a team of developers in creating and maintaining an immersive VR Unity home “station”
- Gained a deep knowledge of marketing, customer acquisition, and sales in information technology
- Effectively articulated technical challenges and solutions to employees in an abstract environment
- Accepted to the 2017 Georgia Tech Startup Accelerator as one of 30 teams out of 250

#### **Georgia Tech Research Institute**

##### ***Professional Researcher/Unity Developer***

**Atlanta, Georgia**

- Investigated and developed virtual reality applications for analysis and training in multiple sectors *2019 – Present*
- Developed protocol standards for low level network communications across multiple busses
- Created protocol extraction and editing applications to increase network capabilities

#### **AT&T**

**Atlanta, Georgia**

##### ***Developer***

*2019*

- Developed middleware for 5G integration into current network stack using Javascript
- Created software tools to aid in the creation and organization of Virtual Network Functions
- Created and supported micro-services exposed by a rule engine

#### **Factory Automation Systems**

**Atlanta, Georgia**

##### ***Computer Science/Mechanical Engineering Co-op***

*2015 – 2017*

- Programmed PLCs and HMIs to automate factory processes and increase productivity
- Developed a C# office-wide calendar application to improve productivity and planning
- Created fully automated robotic manufacturing/servicing lines for well known consumer industries

#### **Undergraduate Research Assistant**

**Atlanta, Georgia**

##### ***Department of Mechanical Engineering***

*2014 – 2015*

- Identified intuitive strategies in the design process and enhanced personal design strategies
- Created and tested working theories for the engineering intuitive problem-solving process
- Developed and visualized problems, completed IRB forms, organized and summarized journals

### **SKILLS/INTERESTS**

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**Languages:** English (native), Spanish (basic)

**Skills:** C#, Java, Python, C, C++, CSS, HTML, Swift (Apple), .NET, Javascript, SQL, Blockchain, Search Engine Optimization (SEO), video game design & development, Pentesting, Structured Text/Ladder Logic, MatLab

**Software:** Unity, Unreal, Play Java Framework, Meteor Framework, Kali Linux, Solidworks, RSLogix, FactoryTalk, AutoCAD Inventor, Photoshop, 3D Studio, Microsoft Office Suite