SPENCER EVANS

1945 San Francisco, CA #3D • 262-719-4659 • evans.spencer@gmail.com
www.spencer-evans.com • www.linkedin.com/in/swevans

EXPERIENCE

NAUT GAMES, San Francisco, CA

Co-Founder & Lead Engineer   Mar '13 - Present
- Shipped 22 client-project applications and games in use by over 335,000 teachers and 3 million kids today
- Designed and developed 2 self-published games available on the App Store, Google Play, and Amazon
- Founded company through an innovative research grant partnership with the University of Minnesota, grew annual revenue to over $500,000 in 2 years and awarded semi-finalist position in the MN Cup startup competition

CARLSON VENTURES, Minneapolis, MN

Lead Consultant   Mar '12 - May '13
- Led a team of 5 consultants conducting technology and ethnographic research for fortune 500 companies
- Directed research to identify new, viable product applications for underutilized scientific innovations at 3M
- Analyzed growth potential of new service lines utilizing existing bioinformatics expertise at Mayo Clinic
- Applied experience mapping techniques to identify pain points and improve customer experience at CSOM

FACEBOOK, Menlo Park, CA

MBA Intern   Jun '12 - Aug '12
- Drove cross-functional efforts to investigate, analyze and plan 24 cost reduction projects
- Performed technology research and financial analysis to justify investments resulting in $875,000 in savings
- Programmed tools to automate emissions tracking of over 1,000 supply chain shipments

FILAMENT GAMES, Madison, WI

Development Manager   May '10 - Jul '11
- Managed specifications, budgets, and the development lifecycle for each product by communicating priorities and progress between executives and 5 developer teams; shipped 12 products on time and in budget
- Conducted storyboarding sessions with the creative and UX teams to transform specifications into mockups
- Supervised special projects; iOS ports, Facebook integration, localization and accessibility implementations
- Earned 12 awards and delivered 3 product demos at the 2011 Games Learning Society Conference

Lead Software Engineer & Designer   Jan '08 - May '10
- Designed, developed and shipped 4 games in 7 months, including Filament's 2 most successful products
- Implemented Agile processes to drive, track and report progress of a 5 person teams with formal metrics
- Coordinated usability testing, release demonstrations, and analytics tracking to improve product quality

EDUCATION

UNIVERSITY OF MINNESOTA, Carlson School of Management

MBA, Emphases: **Marketing and Entrepreneurship**, Graduate Fellow Scholarship Recipient   May '13

UNIVERSITY OF WISCONSIN, College of Letters & Sciences

BS in Computer Science, Emphases: **Computer Graphics and Game Technology**, Honors Study   May '08

LEADERSHIP

GRADUATE VOLUNTEER CONSULTANTS, **Managing Partner**   Dec '11 - May '13
Cultivated client relationships and managed 72 consultants across 34 projects in a non-profit consulting service

MBA STUDENT GOVERNMENT, **Vice President of Information Management**   Oct '11 - Mar '13
Digitized and streamlined student information and technology resources

INDEPENDENT PROJECTS   https://github.com/swevans

Thread.js: An intuitive JavaScript library for safely managing inline web workers

GifPlayer.js: A multi-threaded JavaScript library for parsing, rendering, and controlling gif animations

TECHNOLOGIES

Daily Comfort: C#/C++, Java, JavaScript, TypeScript, HTML5, CSS3, Unity, Visual Studio, Git, SVN, AS3, Agile, Mobile First
Familiarity: Android SDK, Bootstrap, CreateJS, Rails, Heroku, SQL, Mixpanel, Google Analytics, TDD
Experience: AJAX, JQuery, REST, .NET, OpenGL, DirectX, Shaders, Photoshop, JIRA, Xcode, Eclipse, PHP