

---

# Abigail B. Spracklin

778-885-0835

abbey@rubyquill.com

1507 Edinburgh St., New Westminster, BC, V3M 2W5

---

## Summary

---

I am a 20-year veteran software developer and architect, familiar with developing on every common computer platform with a wide variety of toolchains. My technical specialties include languages, data transformation and translation, and web development, but I am a polymath with a high rate of learning and adaptability to any necessary field.

## Skills

---

### Technical

- ✧ *Desktop Programming* – proficient in C, C++, C#, and Java; familiar with VB.NET and VB6.
- ✧ *Online Programming* – proficient in PHP, JavaScript, VBScript, Python, and Ruby
- ✧ *Flash Development* – both animation and advanced networked ActionScript
- ✧ *Website Development* – using HTML, XHTML, CSS, XML, AJAX, Node.js, and Rails/Sinatra
- ✧ *Environments* – GNU, .NET, Unity, Mono; Windows, Linux, Mac; with SVN, Perforce, Git, et al.
- ✧ *Architecture* – adept at designing large systems with complex needs from first principles
- ✧ *Integration* – experienced at extending and improving existing complex systems
- ✧ *Quality Assurance* – proven track record of high quality output and extremely fast debug cycle
- ✧ *Usability Assurance* – intuitive and usable interface designs for a variety of environments

### Managerial

- ✧ *Project Management* – effective schedule and budget estimates
- ✧ *Business Plans and Forecasts* – 2004 John Molson Case Competition alumnus
- ✧ *Documentation* – technical and process documents
- ✧ *General Business Software* – advanced usage of spreadsheets, databases, and messengers

### Specialized

- ✧ *Graphic Art* – over ten years of experience producing artwork for online and print
- ✧ *Publishing Software* – many popular suites, including the CorelDraw suite and Quark Xpress
- ✧ *Multimedia* – video production and SFX, including using Adobe Premiere Pro and Sony Vegas
- ✧ *Other Art* – photo retouching, audio engineering, game design

## Project Highlights

---

### eslexplorer.com – ESL Explorer

As the architectural lead and most senior developer, it fell to me to design the data objects and back-end interface that the entire project was based on. This required a number of innovations, including an attenuated preference-matching algorithm, a multilingual URL parser, and an exceedingly flexible pricing system capable of implementing any arbitrary price scheme that a school anywhere in the world might come up with.

### MyDDSNetwork – Graphically Speaking Services Inc.

My duties included spearheading the largest and most programmatically intensive project ever attempted by the company. As team lead, I was responsible for team management, data structure and architectural design of the entire project. Additionally, I was responsible for the design and programming of the project's key Flash application.

### Enterprise Engine – Abbyshot Custom Clothiers

Over the course of five months in 2004, I created their entire enterprise system and online presence in PHP4 and MySQL. This included designing a database, two separate authentication

systems, two complete template-driven websites including all graphics, and a complete inventory and order tracking engine.

## Recent Employment History

---

### **Server Developer – IUGO Mobile Entertainment**

*2015, Vancouver, BC*

I both designed and implemented numerous improvements for the company's toolchain servers, building features and updating the UI for the back-end systems that controlled the end players' experiences.

### **Core Tech Developer – Roadhouse Interactive**

*2014 – 2015, Vancouver, BC*

At Roadhouse I worked with the core shared solutions team on technology that would be used in all current and future game development, such as a new multi-account login engine, and also on procedures for retrofitting externally-developed software to be compatible with these technologies.

### **Senior Developer – Pencilneck Software**

*2012 – 2014, Vancouver, BC*

My role at Pencilneck spanned all disciplines associated with software development, with a particular focus on new technologies and complete system architecture.

### **Lead Developer – ESL Explorer**

*2012, Vancouver, BC*

I was brought in at ground level to lead the architectural design and implementation of the intricate back-end described above for the web application upon which the company's entire business model is based.

### **Senior Developer – Cuzzo Music, Inc.**

*2011, Vancouver, BC*

I took over the flagship Facebook app project from an outside development company and led the run-up to release. I was also involved in the early stages of the Cuzzo desktop player application, web and desktop security, and also some system administration.

### **Senior Architect – Graphically Speaking Services, Inc**

*2006 – 2009, Vancouver, BC*

I was involved with all aspects of development, including project management, data design, and application architecture. My web specialties included highly advanced JavaScript, using on-the-fly DOM generation and AJAX. Additionally, through my problem-solving skills I had developed a strong reputation for solving problems which have proven challenging.

### **Software Designer – E-xact Transactions, Ltd**

*2006, Vancouver, BC*

I designed and implemented the comprehensive data model and the early versions of the UI for E-xact's new transaction and user account management system, in MySQL and Ruby on Rails. This includes a wizard engine, internationalization, and AJAX integration.

## Education History

---

### **Pre-Medical Program Coursework**

*2010 – 2011, Douglas College, New Westminster, BC*

Course concentration in biology and organic chemistry

### **Business Administration**

*2003 – 2005, Memorial University of Newfoundland, St. John's, NL*

Course concentration in operations and finance

### **Bachelor of Science (Computer Science)**

*1994 – 1998, Memorial University of Newfoundland, St. John's, NL*

Course concentration in software engineering