Spencer Goulette
Software Engineer

🌐 spencergoulette.net

in Spencer Goulette

✉ spencergoulette@gmail.com

EDUCATION

B.S., Electrical & Computer Engineering
University of Maine, Orono (SEP 2016 - MAY 2020)
- GPA: 3.94 (*Summa Cum Laude*)
- Minor in Mathematics

Certification, Systems Engineering
Naval Postgraduate School (SEP 2023 - SEP 2024)
- GPA: 4.0

PROFESSIONAL EXPERIENCE

Software Engineer
Naval Undersea Warfare Center (JUL 2020 - PRESENT)
- Developed algorithms and advanced cutting edge C++ software in an accelerated development life cycle. Maintained and tested code in C++, MATLAB, Python, and Bash.

IT & Electrical Engineering Intern
Gorham Paper & Tissue (SUMMER 2019)
- Designed the "Machine Status" interface to streamline tissue machine startup, displaying key steps, real-time PLC data, and quick navigation buttons.
- Deployed Raspberry Pis to monitor mill temperature and humidity, trend data in ParcView, and trigger text alerts for threshold breaches.
- Developed a Python/MongoDB blacklist filter enabling employees to block spam by forwarding emails to a designated address.

Electrical Engineering Intern
Hollingsworth & Vose (SUMMER 2018)
- Calibrated and replaced flow meters for ISO 9001 certification, mapped critical instrumentation, and documented calibration needs.
- Collaborated with a Controls Engineer to plan updates for the mill's Clearwater system and Wastewater Treatment Plant, assisting with various tasks.

Technical Assistant
University of Maine (AUG 2017 - OCT 2019)
- Assisted in ECE-101, ECE-177, and ECE-342 labs through soldering, inspecting, testing, and teaching students about electrical components and electronics, while also answering any questions they had regarding software, classes, and UMaine.

GENERAL SKILLS

- Strong interpersonal, coordination, and teamwork skills.
- Versatile leader, team player, and quick learner.
- Analytical thinker with strong troubleshooting skills.
- Organized, efficient, and adaptable to priorities.

TECHNICAL SKILLS

- Expertise in C, C++, QT, Data Analytics, and Digital Signal Processing.
- Proficient in Python, Numpy, Pandas, MySQL, Git, CAD, Atlassian Software, Object Oriented Programming, and Design Patterns.
- Experience with SonarQube, MATLAB, MongoDB, Figma, HTML, CSS, Tailwind CSS, Javascript, React, Next.js, Flask, and Bash.
- Adept with Windows and Linux operating systems (RHEL, Ubuntu, Kali).

ACHIEVEMENTS

- Highest GPA in the UMaine 2020 Electrical Engineering Graduating Class.
- Treasurer of UMaine IEEE-HKN and Member of Tau Beta Pi Engineering Honors Society
- UMaine Mathematics Competition Award Winner.
- York High School Class of 2016 Search for Knowledge Award Winner.