

Spencer Maas

Software Engineer · Backend services & developer tools

Seattle, WA · spencermaas8@outlook.com · spencermaas.com · github.com/spencermx

PROFESSIONAL EXPERIENCE

Schneider Electric

Jun 2020 – Present

Software Engineer II

Jun 2021 – Present

- Reduced a C# desktop integration's runtime **from hours to under one second** by resolving a bottleneck caused by incorrect synchronization-context use.
- Batched **thousands of sequential API calls into one request** to reduce network overhead.
- Developed C# REST APIs on Azure Web Apps backed by Cosmos DB, with unit and integration tests; built .NET libraries for Azure Service Bus messaging.
- Modeled network connectivity as an undirected graph in C# using Oracle data; built ArcGIS Server REST endpoints to expose geospatial data.
- Automated Oracle data extraction, validation, and reporting with Python and internal REST APIs.
- Led the **Jenkins-to-Azure DevOps migration** for CI/CD, package hosting, and deployments.
- Mentored junior engineers and interns through code reviews and technical guidance.

Software Engineer · Contract via Actalent

Jun 2020 – Jun 2021

- Built a C# ArcGIS Pro add-in for querying and updating SQL Server geospatial data, and console tools to extract GIS data for Power BI teams.

EASi LLC

Jan 2018 – Dec 2019

Software Engineer I

- Built a C#/WPF application to monitor real-time sensor readings and send automated Slack API alerts.

SELECTED PROJECTS

aivim — Coding-agent session manager

Rust · Linux · tmux

Built a tool to launch and switch coding-agent sessions and flag tasks awaiting input. Implemented incremental JSONL ingestion with saved offsets, duplicate detection, and incomplete-line handling.

Drift — Workspace manager & file browser

C · Win32

Built a Vim-style file browser to group project folders and resume Claude Code sessions. Serialized settings edits with Windows file locks; added regression tests for settings and process launching.

Rust Full-Text Search Library

Rust · FST · In development

Developing a search engine with finite-state transducers and a radix tree for sub-millisecond fuzzy matching.

TECHNICAL SKILLS

Languages: C#, Python, Rust, C, SQL

Backend & data: .NET, REST APIs, Azure Web Apps, Azure Service Bus, Cosmos DB, Oracle, SQL Server

Tools & delivery: Git, Azure DevOps, Jenkins, CI/CD, Linux, Win32

EDUCATION

B.S. Computer Science · Washington State University

2014 – 2018