Alex Shadley

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EDUCATION
University of Kansas, Lawrence, Kansas
Pursuing Bachelor of Science in Computer Science   *Expected May 2020*
  - GPA 3.88/4.0

RELEVANT EXPERIENCE
BK Technologies
Software Development Intern   *November 2017 - Present*
  - Designed and implemented a server application to manage and digitally sign sensitive files
  - Extended an existing automated testing suite alongside a team of interns
  - Maintained Java applications and constructed automated build pipelines

Principal Financial Group
Software Development Intern   *Summer 2017*
  - Built full stack applications, complete with webservice, RESTful, and database components
  - Worked with a team of developers in a full Agile environment
  - Participated in a week long code jam to produce a polished and functional product under strict time constraints

Jayhacks 2017
Second Place Team   *February 2017*
  - Collaborated with a team of programmers to produce a fully featured and engaging game
  - Demonstrated the final product to competition judges and peers

Kansas City Federal Reserve Code-A-Thon
First Place Team   *November 2016*
  - Used HTML, CSS, and Javascript to build a web-based application
  - Worked with a team of developers to produce a stable, functional and polished product in the span of a weekend
  - Presented project live in front of judging panel

Lee & Browne Consulting Engineers, Inc
Engineering Intern   *Summer 2016*
  - Designed automated solutions for mundane workplace tasks with Excel and macros
  - Performed AutoCAD drafting on numerous projects, ranging from casino resorts to corporate offices
  - Worked with engineering professionals to inspect construction sites

Heartland Gaming Expo 2015
Won First Place Overall People's Choice Award and Second Place in High School Division   *April 2015*
  - Built a competition winning game from the ground-up as the sole programmer, using the Lua programming language and the LÖVE game engine.
  - Led a small development team of artists and musicians creatively and organizationally

SKILLS
Languages: Proficient in Python and Java. Familiar with C++, Lua, Javascript, and SQL. Aquainted with Julia and Ruby.
Tools: Git, Flask, Ruby on Rails, Java Servlets, Docker, Jenkins, JQuery, SQLite, PostgreSQL, RESTful web architectures

HONORS
Chancellor's Club Scholar: *honor awarded to 16 high-achieving National Merit Finalists annually*
Muchnic Foundation Scholarship in Engineering: *awarded to students with high academic achievements planning to enter industry after graduation*

PROFESSIONAL DEVELOPMENT
Engineers Without Borders: *Collaborate with teams of volunteers to plan and run fundraising events to raise money for international outreach projects*
Association for Computing Machinery: *Network with and learn in-demand skills from fellow students and prominent professionals in the technology sector*