

# ALEX SHADLEY

<http://alexshadley.github.io>

## SOFTWARE DEVELOPER

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### LANGUAGES

(in order of proficiency)

- Python
- Java
- SQL
- Ruby
- C++
- Lua
- Javascript
- Julia

### RELEVANT SKILLS

- Git
- Flask
- Ruby on Rails
- Java Servlets
- Docker
- Jenkins
- JQuery
- SQLite
- PostgreSQL
- RESTful web architectures

### EMPLOYMENT

#### BK Technologies

2017 - Present

#### SOFTWARE INTERN

- Extended an existing automated testing suite alongside a team of interns
- Maintained Java applications and constructed automated build pipelines using Gradle, Docker, and Jenkins

#### Principal Financial Group

Summer 2017

#### SOFTWARE INTERN

- 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 web application with Python, Flask, and SQLite under strict time constraints

#### Lee & Browne

Summer 2016

#### ENGINEERING INTERN

- Automated previously mundane workplace tasks with Excel macros
- Performed AutoCAD drafting on numerous projects, ranging from casino resorts to corporate offices
- Worked with engineering professionals to inspect construction sites

### PROJECTS & EXPERIENCE

#### Jayhacks 2017

February 2017

#### SECOND PLACE TEAM

- Collaborated with a team of programmers to produce a fully featured and engaging game with Lua and Love2d, complete with music and graphics
- Demonstrated the final product to competition judges and peers

#### Kansas City Federal Reserve Code-A-Thon

November 2016

#### FIRST PLACE TEAM

- Used HTML, CSS, and Javascript to build a web-based application
- Worked with a team of developers to produce a stable, functional and production-ready product in the span of a weekend
- Presented project live in front of judging panel

### EDUCATION

#### University of Kansas COMPUTER SCIENCE BS

2016 - Present

- Expected Graduation 2020
- GPA 3.88/4.0