ALEX SHADLEY

http://alexshadley.com

SOFTWARE DEVELOPER

(918) 949 0781 - ashadley@ku.edu

LANGUAGES

(top-to-bottom order of proficiency)

- Python
- C++

Java

Lua

SQL

JavaScript

Ruby

Julia

RELEVANT SKILLS & TECHNOLOGIES

Git

• Linux

Flask

- JQuerv
- Ruby on Rails
- SQLite
- Java Servlets

- PostgreSQL
- Docker
- RESTful web
- Jenkins

architectures

EMPLOYMENT

BK Technologies November 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

EDUCATION

University of Kansas 2016 – Present

COMPUTER SCIENCE B.S.

- Expected Graduation May 2020
- Honors Student, National Merit Scholar, GPA 3.88/4.0

PROJECTS & EXPERIENCE

Special Topics Fall 2017

PYTHON AND C++ NEURAL NETWORK

- Designed and implemented an object-oriented neural network from scratch in Python capable of simulating networks of arbitrary topology
- Ported design to C++ and optimized with linear algebra
- Authored a paper describing design decisions and mathematical underpinnings

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 productionready product in the span of a weekend
- Presented project live in front of judging panel