

ALEX SHADLEY

SOFTWARE ENGINEER

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LANGUAGES

(top-to-bottom order of proficiency)

- Python
- Haskell
- JavaScript
- Lua
- Java
- Elm
- C++

RELEVANT SKILLS & TECHNOLOGIES

- Git
- Flask
- Spring
- Docker
- Jenkins
- Linux
- SQLite
- PostgreSQL
- RESTful web architectures

EDUCATION

University of Kansas COMPUTER SCIENCE B.S.

2016 – Present

- Expected Graduation May 2020
- Honors Student, National Merit Scholar, GPA 3.86/4.0

EMPLOYMENT

RiskIQ

Summer 2019

SOFTWARE ENGINEERING INTERN

- Designed and implemented Slack integrations for customers using Flask to rapidly prototype APIs, incorporating feedback from end users
- Worked with a team of six developers to comprehensively rewrite and re-architect the PassiveTotal API, a core product serving hundreds of enterprise and individual users

University of Kansas UNDERGRADUATE RESEARCHER

Spring 2019 - Present

- Collaborated with a small team of undergraduates to build a fully-functional in-browser interpreter for a simple language
- Implemented advanced language features such as type inference and polymorphism
- Designed tools to draw “type trees” of code in the browser to help explain functional programming concepts and highlight errors

BK Technologies

Fall 2017 – Winter 2018

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

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