



EDUCATION

The University of Texas at Austin, Bachelor of Science in Computer Science

May 2016

Minor in Mathematics

Computer Science GPA - 3.71/4.00

Integrated Master Program (Master degree May 2017)

Current Courses Algorithms and Complexity, Data Management, Debugging / Verifying Programs, Longhorn Startup Seminar

Past Courses Operating Systems (OS), Compilers, Wireless Networks, Computer Architecture, Data Structure

EXPERIENCE

Android>Apple Company, Austin, TX

August 2011 – Present

Founder and CEO

Develop mobile applications for Android and Blackberry

Published in Google Play Store, Amazon AppStore, Nook Store, Blackberry, SlideME, Opera, GetJar, Appia Stores

eBay/PayPal – Global Operations Architecture Team, Austin, TX

May 2015 – Present

Architect Intern

Researched and owned two end-to-end projects without a prescribed structure

Clickable Architecture Project

Converted static images found in PayPal's development wiki pages into live UML diagrams

Featured inline comments, granular permissions and subscription updates to changes

Completed and in production 11 weeks ahead of anticipated completion

Unified Alerts Project

Aggregated emailed alerts asynchronously in real-time via WebHooks

Single-page web app using the MEAN (mongoDB, Express, AngularJS, Node.js) stack

Implemented using a model-view-controller (MVC) paradigm with RESTful APIs

Featured an SSL connection, live chat, Asynchronous JavaScript and JSON (AJAX) as well as responsive design

Incorporated Socket.io, Bootstrap, Chart.js, Dygraphs, Context.io, Almsaeed Studio, jQuery and Bootbox

IBM – Software Group, Austin, TX

May 2014 – August 2014

Software Development Intern

Designed and programmed an end-to-end web application to use Reference Data as a Service

Written in Java, JavaScript, HTML5 and CSS3

Node.js and shell scripts published JSON data from a SQL relational database to a non-relational NoSQL Cloudant database

Implemented RESTful APIs and deployed on BlueMix

Presented to Senior Management and Executive Leadership

Garland Independent School District (GISD), Garland, TX

May 2012 – August 2013

Course Author and Advisor

Authored Mobile Application Development course

Taught in all high schools of GISD (1,000+ students annually)

Produced a flashable system image for GISD computer network (28,000+ systems)

PROJECTS AND TECHNICAL SKILLS

Languages	Proficient in Java, C, JavaScript, HTML5, CSS3, JSON, XML Familiar with Shell Scripting, SQL, Lisp, x86 Assembly, Yacc	GitHub Profile /spencer-shadley	
Projects	Wrote an Operating System (including threads, virtual memory and file systems) Programmed Huffman Compression using trees Created a Pascal Compiler (produced lexemes, parsed the lexemes and generated executable assembly code) Developed an Android app to scan hand-written code and display its output (hackathon with three teammates) Established a website to teach Mobile Development for Android (MAApp)		
Methodologies	Object Oriented Design, Functional Programming, Agile Development, Responsive Design, RESTful, CRUD, UML 2.0		
Software	GitHub, GDB, VMWare Player, Photoshop, FireBug, Cloudant, BlueMix, Google App Spot, Apache Tomcat, MagicDraw		

HONORS AND ACHIEVEMENTS

Amazon "Free App of the Day"
40,000+ Android app downloads

Computer Science UIL Judge
2,500+ unique MAApp users with 50,000+ views