EXPERIENCE

**Tableau – Move to the Web Team**, Seattle, WA September 2016 – Present

Lead Software Engineer (August 2020 – Present)

* Converting 1.3 million lines of source code for the core Tableau visualization from Saltarelle to TypeScript
* Enabling a Connected Experience between Tableau Server and Tableau Desktop utilizing custom protocols

Senior Software Engineer (January 2019 – August 2020)

* Rearchitected Tableau’s backend reducing the time to complete interactions on the web by over 10,000%
* [Drove decision to remove Internet Explorer support from all products, estimated to save $8.3 million per year](https://www.tableau.com/about/blog/2020/6/upcoming-changes-tableau-operating-system-requirements)
* Established new teams across multiple orgs to improve performance and ensure high quality datasource connectors
* Fostered Tableau’s web community as the Web Community Driver and through mentorship of teams, engineers and interns

Software Engineer (September 2016 – January 2019)

* [Unblocked eight-figure contracts by building a platform to enable 31 key datasource connectors on Tableau Server](https://onlinehelp.tableau.com/current/pro/desktop/en-us/help.html#creator_connect.html)
* Migrated Tableau to a Progressive Web Application (PWA), results showed a page load time decrease of 36%
* Improved agile best practices as Scrum Master and security best practices as Security Champion
* Implemented various full-stack feature parity gaps between Tableau Server and Tableau Desktop

**University of Washington**, Seattle, WA November 2019 – May 2020

Instructor

* Taught six-month bootcamp on Full Stack Web Development as part the university’s Continuing Education Program
* [Covered 103 topics including computer science theory, databases, frontend and backend web development](https://public.tableau.com/profile/spencer.shadley#!/vizhome/UWTechnologies/TechnologiesbyType)
* Exceeded target performance metrics, rated 4.9/5 on instructor knowledge and placed within the top 20% of instructors
* Delivered weekly 15 hours of lecture, 10 office hours and 25 hours of content creation
* Received positive student reviews, available at <https://bit.ly/2VaBoYE>

**Bizler**, Austin, TX February 2016 – February 2017

Co-Founder, CTO, Lead Developer and Scrum Master

* Co-founded a company of five people to improve the experience of socializing at remote business conferences
* Architected the apps and chose technologies including Azure, ElasticSearch, Docker, TypeScript and Angular

**Android > Apple Company**, Austin, TX August 2011 – February 2016

Founder and CEO

* Developed mobile applications for Android and Blackberry published in various stores
* Generated 100,000+ total downloads and selected as Amazon’s “Free App of the Day”

**PayPal – Global Operations Architecture Team**, Austin, TX May 2015 – August 2015

Architect Intern

* Converted images into live UML diagrams which was completed and in production 11 weeks early
* Produced single-page MEAN alerts web app using SSL, responsive design and live chat with WebSockets and Socket.io

**IBM – InfoSphere Master Data Management**, Austin, TX May 2014 – August 2014

Software Development Intern

* Built a BlueMix web application to replace several systems using Reference Data as a Service

**Garland Independent School District**, Garland, TX May 2012 – August 2013

Course Author and Advisor

* Authored Mobile Application Development course to fill a gap in the STEM curricula, taught to 1,000+ students annually

PROJECTS AND LANGUAGES

**Projects •** Lectured at LWTech on Big Data, Data Analytics and Tableau for the Spring 2019 “Big Data Applications” course

**•** [Created a visualization of anime data based on scraped information from MyAnimeList.net](https://github.com/spencer-shadley/AnimeExporter)

**•** [Deployed a free website for learning Android development viewed by 100,000+ unique visitors](http://mapp-develop.appspot.com)

**•** Developed [an Android app](https://github.com/spencer-shadley/Scan-my-Code) to scan and run hand-written code as part of a four-person hackathon

**•** Built two websites for the City of Austin to display local pool and trail data on a map

**Languages •** Proficient in C#, TypeScript, JavaScript, Java, C++, C, HTML5, CSS

**•** Familiar with SQL, Shell Scripting, Python, x86 Assembly

**Technologies •** MongoDB, Express, React, Node.js, Redux, Jasmine, Enzyme, Jest, Mocha, Service Workers, git, perforce

EDUCATION

|  |  |
| --- | --- |
| The University of Texas at Austin, B.S. in Computer Science, Minor in Mathematics; CS GPA 3.8 / 4.0 | 2012 – 2016 |