EXPERIENCE

**Tableau – Stay on the Web Team**, Seattle, WA September 2016 – Present

Principal Software Engineer

* Revamping code ownership for all of Tableau by shifting to an experience model from a component model
* Automated event-driven telemetry data collection, vastly improving data quality and reducing costs by $50 million/year
* Created the Workbook Optimizer platform, micro-service and initial feature-set, the top feature for multiple releases
* Implemented the Tableau protocol for seamless transition between web and desktop, the top marketed feature on release

Lead Software Engineer

* Led cross-team efforts in many orgs to rearchitect Tableau, improving time to interactive performance by 10,000+%
* Transpiling 1.3 million lines of source code for the core Tableau visualization from Saltarelle to TypeScript
* Enabled a ‘Connected Experience’ between Tableau Server and Tableau Desktop leveraging custom protocols

Senior Software Engineer

* [Drove decision to remove Internet Explorer support from all products, conservatively saving $8.3 million per year](https://www.tableau.com/about/blog/2020/6/upcoming-changes-tableau-operating-system-requirements)
* Established new teams in several orgs to improve performance, ensure high quality datasource connectors and more
* Fostered Tableau’s web community as the Web Community Driver and through mentorship of teams, engineers and interns

Software Engineer

* [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

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

* Taught extended 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 15 hours of lecture and 10 office hours each week for the six-month course, reviews at <https://bit.ly/2VaBoYE>

**Bizler**, Co-Founder, CTO, Lead Developer, Scrum Master | Austin, TX February 2016 – February 2017

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

**Android > Apple Company**, Founder and CEO | Austin, TX August 2011 – February 2016

* 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**, Intern | Austin, TX May 2015 – August 2015

* 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**, Intern | Austin, TX May 2014 – August 2014

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

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

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

PROJECTS AND LANGUAGES

**Projects •** Guest-lectured at LWTech on Big Data Data Analytics for the Spring 2019 “Big Data Applications” course

**•** Created platform for keyboard shortcuts with W3C accessibility, platform detection, etc. used millions of times

**•** [Deployed a free website for learning Android development taken by 100,000+ unique students](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

**•** [Created popular data visualizations such as algorithmically personalized anime recommendations](https://github.com/spencer-shadley/AnimeExporter)

**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

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| The University of Texas at Austin, B.S. in Computer Science, Minor in Mathematics | 2012 – 2016 |