
Spencer Schibig

(503) 856-5624

spencerschibig@gmail.com

OBJECTIVE

Computer Science graduate adept in leadership, strong interpersonal skills that excel in a group environment, and focuses on growth mindset. Seeking to develop more skills with a focus on collaboration, communication, and creativity as a Software Engineer.

EXPERIENCE

NAVEX Global - Software Engineer Intern

June-August 2021

- Ten-week internship focused on React Development and Typescript within inner layer of the company's micro frontend. Created a more accessible UI for developers to easily search, access, and filter through available APIs for development. Finished project early in the eight out of ten-week goal and went above expectations creating unit test skeletons and confluence article on new features.
- Participated in nine-person team daily scrum meetings and worked alongside a mentor and Senior developer. Attended weekly check-ins with manager on weekly goals. Created search bar component, added recently used API toggle table, and created new pill-button feature to save searches with local storage cookies.
- Refactored UI helped improve work efficiency and accessibility for each developer's diverse use and utilization of the available API toggles. Met and networked with the different layers of the company hierarchy and peer interns. Presented to a 1,200+ employee company's executive board of the completed work and internship program experience.

MPulse Mobile Software - Senior Software Engineering Project

March-June 2021

- Year-long project that focused on pilot testing a Geofencing feature on Android. Created application that notifies maintenance workers of any available work orders near or in the building they are in. Flexible project goals adapted and were guided by the company's lead architect, Peter Riley Osborne. Used Flutter and Google Firebase for Android development, notification sending, and database use.
- Worked within an agile-based process framework to research, implement, and test features. Researched Flutter packages, notification pricing models, and kept usability in mind. Created mock app that receives Firebase console notifications and saves device tokens in Firebase database.
- Underwent an onboarding process to become familiarized with the company's workflow and methodologies. Created a mock notification app that was integrated into main Geofencing application. Developed a working prototype for product owner to demonstrate how the piloted location -based feature should function to company's developers.

Ani Bot - RIOT API Discord bot

January 2021

- Discord bot that outputs anime-related inspirational quotes, random local anime images, and League of Legends ranked information. Utilizes Anime-Chan API for anime movie quotes, RIOT Games Rest API for summoner ranked data, and is a live bot hosted 24/7 on Heroku's cloud servers.
- Learned how to use Discord node module for bot access, Axios node module for endpoint requests with Async functions, and to effectively manipulate and display API data. Bot eliminates the step of logging into League of Legends to view rank data for users and will be in the Riot application process for a production API key so it can reach more users.

EDUCATION

Oregon State University, Bachelor Degree, Applied Computer Science

June 2022

Chemeketa Community College, Associate of Science Degree

June 2019