

Spencer Schibig

(503) 856-5624
spencerschibig@gmail.com

EXPERIENCE

Ani Bot 1.2.0 - RIOT API/ChatGPT Project

January 2024-Present

- Identified the need and demand for Discord gaming communities to be able to check Valorant rank and receive tips on how to improve gameplay.
- Developed a Discord bot using javascript and Node.js that outputs Valorant rankings and tips to players at varying ranks with ChatGPT. Planned out and modularized functional and non-functional requirements into achievable steps. Created rank output with asynchronous get requests into Discord embeds. Trained ChatGPT functionality to be a friendly chat bot that gives tips by adding keywords into its contents. Added caching for URL get requests and to save images locally to enhance performance. Implemented Docker containerization of the application to streamline deployment processes, enhancing scalability and ease of management.
- Publicly hosted on AWS cloud services for multiple discord servers with 200+ users. Improved API requests and image calls by 30% with integrated cache.

NAVEX - Software Engineer Intern

June 2021-September 2021

- Three month internship focused on frontend development utilizing React and Typescript within inner layer of the company's micro frontend. Designed 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.
- Tasked with creating a more accessible UI and improving API search functionalities. Collaborated in a nine-person team daily scrum meeting and attended weekly check-ins with manager on progress and any blockers. Created typescript search bar component, added a recently used API toggle table by joining tables, and introduced a new saved search functionality utilizing pill-buttons, designed to automatically expire weekly in local storage and aligned with company design standards.
- Refactored UI helped improve work efficiency and accessibility for each developer's diverse use and utilization of the available API toggles. Directly networked with the different layers of the company hierarchy, peer interns, and the CEO. Delivered a comprehensive presentation to the executive board of a 1,200+ employee company, showcasing the completed work and internship program experience.

MPulse Software - Senior Software Engineering Project

September 2020-June 2021

- Year-long project focused on pilot testing a Geofencing feature on Android. Created an application that notifies maintenance workers of any available work orders near or in the building they are in. Collaborated in a flexible project goal environment guided by the company's lead architect, Peter Riley Osborne. Utilized Flutter and Google Firebase for Android development, notification sending, and NoSQL, non-relational database use.
- Operated within an agile environment to research, implement, and test features. Researched Flutter packages, notification pricing models, and kept usability in mind. Developed a prototype application capable of receiving Firebase console notifications and storing device tokens efficiently within the Firebase database.
- Initiated an onboarding process to acclimate to the company's workflow and methodologies. Designed and implemented a prototype notification app seamlessly integrated into the primary Geofencing application. Produced a functional prototype to illustrate the desired functionality of the location-based Geofence feature to the product owner and company developers. Participated in interviews with UO journalists, resulting in an article published on the MPulse company site, highlighting the project.

CERTIFICATIONS

AWS Cloud Practitioner - Expires February 2027

Taken February 2024

EDUCATION

Oregon State University - Bachelor Degree, Applied Computer Science

Graduated June 2022