
Spencer Schibig

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OBJECTIVE

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

EDUCATION

Oregon State University, Bachelor Degree, Applied Computer Science

Expected 2022

Chemeketa Community College, Associate of Science Degree

June 2019

EXPERIENCE

NAVEX Global - Software Engineer Intern

June-August 2021

- Three-month-long internship focused on React Development on the 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 the intern project early and wrote unit test skeletons for future use.
- Participated in daily scrum meetings and worked alongside a mentor and Senior developer. Attended weekly check-ins with the manager on progress and any ideas during the flexible style of project.
- 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. Did a presentation of the completed work and internship program experience with the board.

MPulse Mobile Software - Senior Software Engineering Project

March-June 2021

- Year-long project that focused on pilot testing a Geofencing feature on an already published mobile app that served as an extension of the company's web application for maintenance workers. Flexible project goals that adapted and were guided by the company's lead architect, Peter Riley Osborne. Used Flutter for feature developments and Google Firebase for notifications and database use.
- Worked with an agile-based process framework to achieve project goals to eventually integrate work into a full-fledged mock app that notified maintenance workers of any available unassigned work orders they could take based on the building they are in.
- Underwent an onboarding process to become familiarized with the company workflow and methodologies. Created a notification app in Flutter that utilizes the Firebase database to save device tokens and send notifications to users with the Firebase console. Integrated work done into the main Geofencing application to show how the feature works to their 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.