

SPENCER CAPPIELLO

Senior Full-Stack Web3 & Creative Developer

- Porto, Portugal / Los Angeles, CA
- linkedin.com/in/spencercap
- hi@spencercappiello.com

“Technology should feel like magic”

A creative, solution-oriented Full-Stack Engineer with 7+ years innovating native, web3, and AI apps for tech companies, cultural institutions, and household names in music and entertainment. From real-time motion graphics to on-chain, gamified token-gating, he uses web development to craft memorable interactions in streamlined interfaces and immersive storytelling experiences. Assembles and operates in high-performing teams while equipping peers with best practices for rapid R&D of prototypes and live products. Spencer embodies lateral thinking and stays ahead of emergent tech and design trends to produce seamless cutting-edge experiences.

Seeking the next professional challenge as a Senior Full-Stack Engineer at a mid-sized startup in the web3 space.

EDUCATION

- NYU Tandon School of Engineering** 2018
Integrated Digital Media, BS – Brooklyn, NY
Magna Cum Laude, GPA 3.8, Dean’s List, Best Senior Thesis Award.
- NYU Steinhardt Graduate Summer Study** 2017
Berlin + Kassel, Germany
Contemporary art courses focused on Documenta 14 and daily visits with artists, curators and critics.
- San Francisco Art Institute** 2012 + 2013
San Francisco, CA
Film photography, lithography + screen printing.

EXPERTISE

- Code**
Vue, Nuxt, TS, JS, HTML, CSS, Web Components, CI/CD, WebRTC, WebXR, WebGL, Python, Processing, Arduino
- Design**
Figma, Illustrator, Photoshop, InDesign, Blender, Rhino
- Media**
Ableton Live, MaxMSP, Unreal Engine, Final Cut Pro
- Hardware**
3D Printing, Laser Cutting, EAGLE, Physical Computing

EXPERIENCE

- Freelance** Porto, Portugal 2024 – Present
Full-Stack Web Developer
Designed + developed websites for: 200 Channels SF, Gare Porto, Raiden Records, Coinbase 3D Wallet prototype.
Client work portfolio: bit.ly/SC-work-portfolio
- The New Computer Corporation** LA, CA 2020 – 2024
Lead Engineer
Developed transparent and democratic tools for creatives in the music and entertainment industry. Involved coding open-source JS/TS packages, web3 tools, smart contracts, dApps & more.
AdAge interview with NCC: bit.ly/3D1nUYx
 - **Inkey**: an embeddable iframe wallet for Algorand dApps
 - **dUX**: web component library for web3 UI (token-gating, etc)
 - **STOI**: on-chain music streaming + royalties + fan clubs
- Monohm Inc** Berkeley, CA 2014 – 2018
Hardware Engineer + App Developer
Designed + developed circular UIs for Runcible, a smart pocket watch (Android fork) + prototyped hardware: igg.me/at/runcible
- Relevant Motion** Brooklyn, NY 2017 – 2018
Experience Developer
Re-engineered Notch bluetooth sensors to enable real-time, full-body motion capture for a completely mobile virtual reality experience of gamified physical therapy exercises.
Featured in NYU Engineering News: goo.gl/E1NW1J
- NYU MAGNET** Brooklyn, NY 2016 – 2018
Fabrication Lab Manager
Assisted inventors and maintained makerspace tools and machines, including: 3D printers, laser cutters, CNC routers, soldering stations, sewing machines, etc.
- Guggenheim Foundation** New York, NY 2017
Interactive Intern
Modernized the Guggenheim.org website for best practices and accessible design. Presented competitive analyses of museum exhibition webpages and events calendars.
- VESSEL** Brooklyn, NY 2017
Experience Developer
Conceived, directed and coded an interactive motion capture dance performance. Participants engaged in a live feedback loop by responding to questions virtually as well as the physical movements that were projection-mapped around the space.
- Sounds of New York City (SONYC)** New York, NY 2016
Sensor + Field Engineer
Performed upgrades, repairs and installations of sensor nodes in the distributed IoT mesh network for large-scale noise reporting. New York Times feature: nyti.ms/2jF7siK