Spencer Cooley

Full Stack Developer / Creative Coder

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Skills

Web Development:

Html, css, sass, javascript, vue.js, git, react, angular, python, django, wordpress, docker, linux, aws, gcp

3D/Web:

three.js, glsl, blender, unity

Design:

Photoshop, illustrator, Balsamiq, Figma, requirements gathering

Experience

Black and Veatch - Senior Software Analyst May 2023 - Current

- Developed web based 3D tools for taking measurements from point cloud data.
- Developed mapping systems to map large data sets for engineers to maintain energy grid infrastructure
- Developed a 360 degree image viewer for custom street view functionality.
- Developed and maintained react based web application
- Assisted in development of backend systems on AWS.

MetaSports - 3D Game Developer May 2022 - December 2022

- Created 3d based sports games in the browser using the popular 3d javascript library three.js
- Created a javascript class for the ball that provided an api allowing control over trajectory, physics, ball ownership, special effects (fireball effect, trails on replays)
- Developed a glsl shader for the power meter, allowing the player to gauge the strength of the basketball shot which determines the ball path and score success/failure.
- Wrote all the game timer logic which determined the basic rules and logic of the game.
- Developed a scoreboard javascript class that allowed other developers to trigger events that controlled the scoreboard.

- Wrote a video manager that allowed us to put video on any mesh in the scene.
- Wrote game logic that allowed the player to chose different game modes such as one on one and team mode.
- Did various browser compatibility tests and optimizations including 3d mesh compressions, file conversions, and performance testing, resulting in 40% improvement in load times and maintaining a 60fps (frames per second) performance.

NovaDine - Senior Full Stack Developer May 2018 - March 2022.

- Developed restaurant management software that manages inventory and logistics of online ordering of food.
- Wrote the version 2 API using <u>Python</u> on a framework called <u>Zope</u>. The API communicated with a <u>Postgresql</u> database.
- Wrote documentation for the API using the <u>OpenAPI Specification</u> also known as OAS. You can find the documentation at https://developer.novadine.com
- Gathered requirements for grocery fulfillment application by interacting directly with the customers in meetings.
- Designed a grocery fulfillment application using <u>Balsamiq mockups</u>.
- Built the grocery fulfillment application using <u>angular.js</u>
- Refactored an angular application so that it could be easily themed to fit various brands allowing us to onboard new customers quickly by getting them a fully themed ordering portal in under an hour by changing just a few Sass variables.
- Maintained and customized a large vue.js based ordering portal for Panda Express.

Physicians Insurance - Senior Developer April 2017 - January 2018

- Developed a website using python/Django CMS including writing various content modules for content management purposes.
- Integrated with third party API service that handled continuing education courses so that customers could use their site to manage their CEU credits.
- Developed APIs for various internal tools using python/flask and aws allowing the company to be more efficient with their internal processes.
- Created a devops workflow using <u>Vagrant</u> which allowed the development team to work in a streamlined way and all stay on the same page.

Freelance Developer 2010 - Present

- Built various sales tools in the real estate industry. This includes API development using flask/python, integrations with MLS. API development using django/python, building custom GIS based interfaces for searching and filtering properties, doing third party integrations for membership systems. The two main clients I did real estate work for were Austin Board of Realtors https://www.abor.com/about-us, and Urban Leasing Realty https://urbanleasing.com/
- Developed Django applications for a company called Culture Map https://houston.culturemap.com/. This included custom management interfaces for ad campaigns. They built their own self serve advertising system. I worked on a bunch of things for Culture Map and mostly used python/django and plain javascript with jquery for the front end interfaces. This was before modern front end frameworks became popular.
- I did a lot of django/python work for various clients when working for a development agency called Edge Case Labs.
- I worked for various web design agencies building your typical Wordpress business sites. I gained a lot of experience with wordpress and php in the early days of my career.
- I continue to do freelance work and just finished building a 3D GIS application for a client using three.js and glsl.

Education

University of Texas at San Antonio

2005 - 2009 Bachelor of Science in Biology

Self Educated

2009 - Present Studied Web Development

I had a startup idea so I learned Ruby on Rails to implement it. Since then I have built a career as a web developer and continue to educate myself every day.