SPENCER CAPPIELLO

Senior Full-Stack Web & 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, web, 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 UI 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 interfaces.

Seeking his next professional challenge inventing the next evolution of the web…

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 (Employee #1)
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 Web 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