
Java

Eclipse IDE, Gradle + Ant Build Management, Junit testing framework, GUIs, threads

Python

Flask web framework

C

Embedded systems programming on Freescale 9S12, LM3S1968

Ruby

Mocha unit testing

HTML, CSS

Bootstrap, Foundation

Javascript

Jquery, Angular, Backbone

Go

http-server

Databases

SQL- MySql, Oracle. No-SQL- MongoDB

Linux (Ubuntu)**Git**

Interests

Data Mining,
Algorithms,
High-Performance
Programming, Web
Design, User Interfaces,
Artificial Intelligence,
Graphics & Design, Software
Testing, Security, Parallel &
Distributed Computing
Experience with Agile & Test
Driven Development

Employability Status : **US Citizen**

GPA: 3.0156

Work Experience:**AMD - Unit Bin Sorter - Summer Engineering Co-Op**

05/12 – 08/12

Developed scripts for build management and data validation.
Designed an eclipse plug-in for system configuration.

AMD - Rubymain (System Level Test) - Spring Co-Op

01/12– 05/12

Programmed driver support for new boards
Re-factored old code according to new specifications.
Debugged errors encountered in testing and bring-up.
Designed and built automated program maintenance tools.

Marketing Assistant, SATAKE

05/07 – 08/07

Performed data entry gathered from sales calls, maintenance and payments. Assisted in the testing of new machines.

Academic:**Senior Design, InSight Android App Team, Spring 2013:**

Designed, tested and implemented computer vision algorithms to isolate a white board region within an image and automatically correct its perspective.

3 Day Startup, Quorum Buy team, Fall 2012:

Designed & built front-end of a Rails web-app in 2.5 days.

Various Robotics Projects, 2009

Lead Programmer, EE302 Lego RCX Robot-Golf competition, 1st place

Programmer, Epic Fail Team. Won 1st places in Line Following and Most Elegant Design categories. (Robotics & Automation Society)

Personal:**<https://thysself.io>, 2012:**

Creator, programmer and designer for a personal analytic web app [ongoing]. Built a high performance Go+Nginx+PostgreSQL server. Designed a responsive front-end with Backbonejs+JQuery.

Infinite Music Machine, 2011:

Programmed a random music generator using a Hidden Markov Model

Mario Clone in 12 Hours, 2010:

Pair-programmed using Slick2D (Java) for a friend's birthday.

Pulsar, 2009:

A simple 2D platformer game built in Java. Basis for later multi-player implementation.

feni@utexas.edu

(832) 736-3364