

Kenny Fernsten

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EXPERIENCE

Western Governors University *Senior UI / UX Developer*

September 2013 - Current

Hired as the first UI developer on a new UI team. Tasked with making the front-end an easier ecosystem to develop and deploy code. While also making the experience more consistent and stable for the students using the product.

Created centralized and re-usable GruntJS based development stack with necessary build tools needed for a wide variety of tasks.

Introduced and built global processes for AngularJS, Sass, and GruntJS.

Created Sass centric CSS framework with re-usable components to achieve a consistent brand and experience for students.

Rebuilt student portal with upgraded front-end and architecture. Orchestrated the upgrade, testing, and deployment of several applications at the same time with minimal impact to the students.

Introduced and trained fellow developers on unit tests in JavaScript.

Developed code standards and code review practices to achieve a consistent ecosystem.

Directed, mentored, and trained junior programmers.

Clearlink *Front End Developer*

April 2012 – September 2013

Worked on several sites and properties as the front end developer. Introduced responsive design and development to company. Introduced and trained on Sass and using it with large CSS projects. Created a product search and checkout process that featured a streamlined user experience.

Brigham Young University Chemistry Department *Web Applications Developer*

September 2010 – April 2012

Worked with several department members to gather requirements, build, test, and gather feedback of products for various uses. Learned Django and help maintain several large applications used in the department.

SKILLS

Extensive experience in:
AngularJS, SASS, CSS3,
HTML5, jQuery, AJAX,
JavaScript, Django, GruntJS,
Unit Tests, Responsive, Git,
Databases

PHP, Photoshop, Cron,
Polyfills, WordPress, SVG,
Apache

Business professionalism,
thoroughness, attention
to detail & excellent
communication skills.

EDUCATION

**B.S. Information
Technology**
Brigham Young University

VOLUNTEERISM

2-Year service & teaching
mission in England.

AWARDS

Eagle Scout

Brigham Young University Office of IT

Physical Network Documentation

October 2008 – September 2010

Worked with technicians to record location of network infrastructure with the campus. Assisted technicians with installing physical software.

PROJECTS

Remind Me When

Web application to allow individuals to create long term reminders using a simple user flow. Currently built with a Django back-end, custom API, and Angular 1 front-end. Currently a work in progress.

Native Apps

Developed several cross-platform games written for iOS and Android using the Corona SDK LUA framework. Attention to detail with the user experience featuring easy to navigate games. Over 40,000 installs across several apps.

Rendered Mouse

Website to showcase personal hobby projects mostly related to theme parks. Built with Django, PostgreSQL, CSS3, responsive design. Features a custom built and maintained brand and design.

<http://www.renderedmouse.com>

Yesterday's Big Thing

YouTube video aggregator site. Featured several categories of daily videos with one selected as Yesterday's Big Thing. Site was developed with Django, PostgreSQL, and Twitter Bootstrap. Included a custom admin panel to allow for easy operation of collecting and sorting of videos. Site is available to view through the Internet Archive.

<http://bit.ly/ybtkf>

Digital Nurse Practitioner Software

Senior Capstone project for IT program at BYU. Worked with client to define, gather, and execute a plan to solve their specific issue. Allow the creation of various dynamic surveys and reports needed by the Nursing department. Featured an accompanying mobile app to allow offline access and storage of surveys and results.

PORTFOLIO

<http://kenny.fernsten.me/>