Ken Schiller

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SUMMARY

Self-taught coder, designer, and multimedia artist. Flexbile skillset and quick learner on the job. Looking for an engineering position at a startup.

EDUCATION

Carleton College – *Liberal arts college in Northfield, MN.*
BA expected 2015
- Double-major in Computer Science and Math/Stats, concentration in Cognitive Science
- GPA: 4.00 Computer Science, 3.81 cumulative
- Exemplary writing portfolio (top 10% of class)

WORK

Software Engineering Intern & KPCB Fellow at Indiegogo – *The world's crowdfunding platform.*
Summer 2014
- Building responsive, mobile-first interfaces with AngularJS and Rails as a full-stack engineer on the Campaigners scrum team
- 2014 KPCB Engineering Fellow—76 fellows were accepted from about 2,500 applicants

Software Engineering Intern at AuSIM – *3D sound for mission-critical applications.*
Summer 2013
- Designed and built Android apps to interface with AuSIM's sound engine

PROJECTS

Carldraw – *Real-time data for room draw.* (www.github.com/CarletonDevX/room-draw)
May 2014
- Co-led a team of 16 students to build carldraw.com—the app had 1,474 unique visitors (72% of the student body) the day it launched

PeerReview – *Peer-to-peer Google Docs for code.* (www.github.com/Machyne/PeerReview)
July 2013
- Yahoo! Intern Hack pair project, chosen for second round presentations
- Modified the open ot.js library to implement a server-less model for concurrent editing

LEADERSHIP

President of Carleton DevX, previously VP of the Carleton Computing Society
Fall 2013 – present
- Organized Carleton's hackathon (www.carlhacks.io), led workshops on HTML+CSS and Git, and co-founded DevX, the Carleton Developers Exchange (www.github.com/CarletonDevX)

Student Advisor for the Carleton Computer Science Department
2014–2015 academic year

COURSEWORK

- Topics in Statistical Computing (MATH 315)
- Natural Language Processing (CS 322)
- Parallel and Distributed Computing (CS 348)
- Advanced Algorithms (CS 352)

SKILLS

- AngularJS, CSS, Java, Javascript, Meteor, Python, Ruby on Rails
- Data analysis and visualization with R
- Digital media production (photo, music, and video)