

Kyle Fetterhoff

MERN Stack Web Developer

KyleFetterhoff.com

[Github](#)

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EXPERIENCE

The Perduco Group, Beavercreek, Ohio — *Software Engineer*

April 2020 - Present

- Front-end Engineer utilizing Typescript, React, and D3.js
- Developed reusable web-based components for MATE project
- Work with development and design team in agile environment

The Fetterhoff Group, Columbus, Ohio — *Technology Advisor*

May 2016 - April 2020

- Guide hardware and software purchases
- Troubleshoot hardware and software issues
- Discuss importance of different technologies

PROJECTS

Bug Tracker — [Github Repo](#)

Programming bug tracking/sharing site. Done with the MERN Stack and Redux for state management in the Front-end. Client security done with JSON Web Tokens.

Agar.io Clone — [Github Repo](#)

Agar.io multiplayer game clone. Uses Socket.io to send data back and forth between client and server, which lead to jitteriness but otherwise functional game. Focused more on learning Socket.io than making a feature rich experience.

Portfolio — [Github Repo](#)

My personal portfolio site. Mobile responsive UI. Built a particle animation system in P5.js for the header. Turned into a PWA to allow for faster loading and offline capability.

SKILLS

Full Stack Web Development
SQL & NoSQL Databases
Data Visualization
Progressive Web Apps
Canvas Animations/Games
W3C Standards
Object Oriented Programming
Agile Methodology
Search Engine Optimization

TECHNOLOGIES I USE

Languages:

HTML

CSS/SASS/SCSS

JavaScript/Typescript

Python

C#

NodeJS

Frameworks:

React

Angular

ASP.Net

Django

JQuery

Libraries:

Socket.io

P5.js

D3.js

Redux

Mongoose

Express

