

RYAN FEHR

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EDUCATION

BS COMPUTER SCIENCE MAY 2019 • INDIANA UNIVERSITY

3.92/4.0 GPA

C343: Data Structures and Algo. C291: Sys. Prog. with C and Unix C335: Computer Structures in C

C290: Android Dev.

C241: Discrete Mathematics

M303: Linear Algebra

C351: Artificial Intelligence C461: Database Algorithms I427: Search Eng. Optimization

MINOR BUSINESS MAY 2019 • INDIANA UNIVERSITY

G300: Economic strategy and game theory

SKILLS

	Proficiency
Java	00000
TypeScript	
HTML/CSS	
Python	
C#	
C	
MongoDB	0000
SQL	

EXPERIENCE

GOOGLE • MHACKS X BEST GOOGLE CLOUD MACHINE LEARNING WINNER SEP 23 2017 (36 HOURS)

- My team built an application that visually graphs your mind and thought process as you write utilizing custom data structures, custom algorithms, and the Google Cloud Platform for machine learning.
- Check out our Devpost for more in depth information on Think Freely and to see what the other 1200+ participants in attendance created. devpost.com/software/free-write

84.51(KROGER) • SOFTWARE ENGINEER INTERN MAY 2017-AUGUST 2017 (3 MONTHS)

- I helped build an open source collaborative development platform called CoDE
- Check out the project on Github @8451
- Utilized Angular 4, Java Springboot, and MongoDB in the Scaled Agile Framework

INDIANA UNIVERSITY • ASSISTANT INSTRUCTOR AUG 2017-CURRENT

- I am helping to develop the curriculum for the Y395 class that will be taught to Computer Science majors and students pursuing the new Engineering major

INDIANA UNIVERSITY • UNDERGRADUATE INSTRUCTOR AUG 2017-CURRENT

- I teach the lab portion of CSCI-335 Embedded Systems in C

INDIANA UNIVERSITY • TECHNICAL INTERVIEW ASSISTANT JAN 2017-CURRENT

- Conduct and execute mock technical interviews for graduate and undergraduate students.
- Specifically help prep for roles at Microsoft, Amazon, Google, Facebook, and Uber.

HUMANA • DATABASE AUTOMATION AND SERVICES ENGINEER AUGUST 2016-JANUARY 2017 (6 MONTHS)

- Implemented a scalable parallel processing solution in C# for collecting data on SQL servers containing 4+ petabytes of data (based on a design I built during my internship during the summer)
- Cut data collecting times by 90% and provided a linearly scalable solution

PERSONAL PROJECTS

NavBot | Autonomous Robot

- NavBot is a robot I created that navigates its environment based on light, sound, and touch using C as the programming language.

RyanFehr/HackerRank | Github Repository

- I host a Github repository for explaining and showcasing solutions to algorithm and data structure problems presented on HackerRank.com **Angular Sandbox | Web UI**
- I am currently building and maintaining a repository that showcases proper use of Angular 4 and Material design according to design spec, with practical and easily repeatable examples/templates.

Tetris | C Unix Game

- This is a version of Tetris that runs through the console

Pi-Nigma | Raspberry Pi

- Recreation of the enigma machine from WWII using a raspberry pi and Python