



# RF

## RYAN FEHR

WWW.RYANFEHR.TECH | RFEHR@IU.EDU | 812-946-4807

## EDUCATION

### BS COMPUTER SCIENCE

MAY 2018 • INDIANA UNIVERSITY

3.97/4.0 GPA

C343: Data Structures and Algo.

C461: Database Algorithms

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 foundations

I427: Search Eng. Optimization

### MINOR BUSINESS

MAY 2019 • INDIANA UNIVERSITY

G300: Economic strategy and game theory

## SKILLS

	Proficiency
Java	●●●●○
C#	●●●●○
C	●●●●○
Javascript	●●●●○
HTML/CSS	●●●●○
MongoDB	●●●●○
SQL	●●○○○
Python	●●○○○

## EXPERIENCE

### 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

### 84.51(KROGER) • SOFTWARE ENGINEER INTERN

MAY 2017-AUGUST 2017 (3 MONTHS)

- I helped build an opensource 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 • 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)

- Cut data collecting times by 90% and provided a linearly scalable solution

**HUMANA • DATABASE AUTOMATION AND SERVICES INTERN**  
**MAY 2016-AUGUST 2016 (3 MONTHS)**

- Designed a replacement to multi-threaded collectors that was scalable and alleviated deadlocks using C#
- Worked on an agile team developing a web application in the MVC4 model and .NET framework using C#, JavaScript, AJAX, JQuery etc.
- My team implemented 110+ production features and bug fixes

## **PROJECTS**

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**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.

**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.

**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

**SquareTouch | Android app**

- Square touch is a tile based reaction game I am currently building using Android Studio

**HackerRank | Github Repository**

- I host a Github repository for explaining and showcasing solutions to algorithm and data structure problems presented on HackerRank.com