

# Brock Fenbert

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## EDUCATION

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### Northeastern University

Boston, MA

Candidate for Bachelor of Science in Computer Engineering and Computer Science, 4.0

December 2021

- Courses: Object Oriented Design, Game Programming, Algorithms and Design, Digital Design, Fundamentals of Networks, Logic and Computation, Machine Learning, Computer Systems
- Awards: Honors, Dean's Scholarship, Dean's List

## EXPERIENCE

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### Mercari US

January - June 2021

*Marketing Technology Coop*

- Redeveloped and optimized an ETL job interacting with a third party analytics service
- Created metrics and alerting for existing Java and Python microservices

### Poloniex

January - June 2020

*Risk Engineering Coop*

- Transitioned 2-Factor Authentication from PHP into a Java microservice
- Worked with a global team to launch the Futures trading platform
- Created framework for an automated risk service to be used by risk agents

### Wayfair

January - June 2019

*Site Reliability Engineering Coop*

- Developed a Java-based web app for maintaining and expanding Apache Solr clusters
- Automated DNS entries, creation of shared IP addresses, and resource scaling

### Northeastern University

Fall semesters 2018 - 2021

*Fundamentals of Computer Science Tutor*

- Hold weekly office hours, advise students during lab sessions, grade homework and tests

## PROJECTS

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More projects available on my website

### Mellifera

Summer 2020

*Game Programming*

- Created a 3D FPB (first-person bee) game using Unity and C# over the course of 6 weeks
- Fly around 3 distinct environments while collecting pollen, avoiding enemies, and defending the hive

### Sheets

Fall 2019

*Object Oriented Design*

- Designed and implemented a spreadsheet application in Java with multi row/column operations
- Supported multiple different GUI's as well as the ability to save and reload spreadsheets

## SKILLS

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- **Software:** Unity, MySQL, Vue, Wicket, MATLAB (basic)
- **Languages:** Java, C#, JavaScript, HTML, PHP, Python, C/C++