

Brock Fenbert

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EDUCATION

Northeastern University

Boston, MA

Candidate for Bachelor of Science in Computer Engineering and Computer Science

December 2021

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

PROJECTS

More projects available on my website

Mellifera

Summer 2020

Game Programming

- 3D FPB (first-person bee) game created using Unity and C#
- Built with a team of 3 other classmates over the course of 6 weeks

Sheets

Fall 2019

Object Oriented Design

- Designed and implemented a spreadsheet application in Java
- Supported multi row/column operations as well as saving and reloading

Planet Polluter

Fall 2018

Nasa SpaceApps Hackathon Boston

- Learned C# and Unity to create a clone of Plague Inc.
- Placed first in the Boston competition with a team of 5

EXPERIENCE

Poloniex

January - June 2020

Risk Engineering

- 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 non-engineers

Wayfair

January - June 2019

Site Reliability Engineering

- 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 2018, 2019, 2020

Fundamentals of Computer Science Tutor

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

SKILLS

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