John Felen

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Education

University of Pittsburgh • Pittsburgh, PA *GPA: 3.643* *(Fall 2013 – Expected: Spring 2016)*

- Bachelor of Science in Computer Science(Honors), Minor in Economics *Magna Cum Laude*

Languages and Frameworks

Java, C, Android, HTML, CSS, Bootstrap, JavaScript and Ruby

Positions and Descriptions

Peer Tutor, University of Pittsburgh • Pittsburgh, PA *(Aug 2015 – Present)*

- Assisted students with coding and theory problems in the Computer Science Resource Center
- Courses included Introduction to Computer Programming, Web Site Design & Development, Data Structures, Introduction to Systems Software, and Algorithm Implementation

Undergraduate Researcher, University of Pittsburgh • Pittsburgh, PA *(April 2015 – Dec 2015)*

- In the team that built the Scatter Conceal and Recover(SCAR) algorithm and Android application
- It used AES encryption and the Reed-Solomon algorithm to securely recreate a file with only k chunks out of N total stored chunks

Undergraduate Teaching Assistant, University of Pittsburgh • Pittsburgh, PA *(Jan 2015 – Present)*

- Conducted laboratory sessions, held office hours, proctored quizzes and graded lab assignments/quizzes for Intermediate Programming using Java and Software Quality Assurance
- Acted as a liaison and project manager between NetApp and selected students in Project Studio

Chief Product Officer and Co-founder, FoodChain • Pittsburgh, PA *(Oct 2014 – Oct 2015)*

- Tasked with major design decisions and execution for ease of use and familiarity between platforms. Took the initiative to make the Android application and the website have a similar layout scheme and object design with relative positions
- Designed and wrote base FoodChain website in HTML, CSS, and some JavaScript in one week

Classroom Software Projects

- As a member of a team, implemented a cryptographically secure file sharing system in Java which utilized Bouncy Castle implementations of Diffie-Hellman key exchange, SHA-256 hashes, HMACs, RSA encryption/signatures, and AES encryption
- Built a simple two-level directory file system in C with the FUSE library to be used in Linux
- Coded a Boggle game that used recursion in Java and a De La Briandais trie for speed increases

Campus Involvement

- Participated in Scientists, Engineers, and Mathematicians for Service *(Fall 2015 – Present)*
- Took part in Pitt Computer Science Club *(Fall 2014 – Present)*
- Contributed to and co-organized Students for Startups *(Spring 2014 – Present)*
- Trained in Pitt Krav Maga *(Fall 2013 – Present)*