

Ken Fehling

Computer Science student, web and mobile app developer

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OBJECTIVE

An internship in software engineering to learn more about formal development process and best practices.

EDUCATION

Stony Brook University — *B.S. Computer Science*

EXPECTED GRADUATION: DECEMBER 2016

Minors: Digital Art, Music Technology

Stony Brook Game Developers – Secretary

EMPLOYMENT

TLT Media Lab, Stony Brook University

APRIL 2015 - PRESENT

Developed educational software systems for faculty.

Gathered stakeholder requirements and designed a web-based system with feedback from the clients.

Improved lab operations by introducing tools like Git, NPM, Webpack, Browserify, Gulp, and Trello to the team.

PROJECTS

Video Toolbox — *Android*

Video editor with rotate, resize, trim, flip, and convert features

Color Sounds — *Flash / Android*

Generative music app using camera input and color detection

TaskBomb — *Android*

Task scheduler for automating apps and scripts to run

Drum Circle — *HTML5*

Online collaborative drum machine with real-time interaction

SPECIALIZATIONS

Web and mobile development

COURSES COMPLETED

CSE 308 – Software Engineering
CSE 336 – Web Development
CSE 305 – Databases
CSE 310 – Computer Networks
CSE 373 – Algorithms
CSE 219 – Computer Science III

PROGRAMMING LANGUAGES

JavaScript, Java, ActionScript,
Ruby, Python, C#, Clojure

FRAMEWORKS & TECHNOLOGIES

Node.js, React, React Native,
jQuery, Express, Webpack,
Browserify, Gulp, Grunt, Babel,
SASS, Lodash, Underscore, SQL,
MongoDB, Firebase

DEVELOPMENT PRACTICES

test-driven development,
functional programming,
dependency injection

TOOLS & PROGRAMS

IntelliJ IDEA, JSHint, GitHub,
SourceTree, Trello, Lucidchart