# 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: MAY 2018

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