

# Ken Fehling

Computer Science student, web and mobile app developer

kenfehling.com

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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*

MINORS: DIGITAL ART, MUSIC TECHNOLOGY

Stony Brook Game Developers – Secretary

Women in Computer Science – Webmaster

## 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

Front-end web development

Mobile app development

Back-end web development

## COURSES COMPLETED

CSE 308 – Software Engineering

CSE 336 – Web Development

CSE 392 – Mobile Apps

CSE 333 – UI Design

CSE 305 – Databases

CSE 323 – HCI

CSE 310 – Computer Networks

CSE 373 – Algorithms

CSE 219 – OOP Design

CSE 214 – Data Structures

## PROGRAMMING LANGUAGES

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

## FRAMEWORKS, LIBRARIES, ETC.

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

## DEVELOPMENT PRACTICES

test-driven development, functional programming, dependency injection