Kevin Fiol

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Skills

JavaScript / ES6 / Node / jQuery

NPM / Yarn / Webpack

C# / .NET

HTML5 / CSS3

PHP / Composer

MySQL / T-SQL / PostgreSQL

REST / JSON / HTTP

Git / SVN

Education

Bachelor of Science in Computer Science • 2014

Florida Atlantic University, Boca Raton, FL

Bachelor of Arts in English Literature • 2014

Florida Atlantic University, Boca Raton, FL

Experience

New York State Education Department • *Information Technology Specialist II* • **03/2017 to Present**

> Implemented public RESTful API using Slim PHP framework to serve State Public Education data (JSON).

> Designed SPA search application with auto-predicting and criteria filtering features using ES6, Webpack, and React.

> Created PHP full-text search library and employed Redis for object-caching, improving site result speeds.

Cendyn • *Software Developer* • **09/2016 to 02/2017**

> Coordinated with dev team to improve documentation and style consistency by applying C# Coding Conventions.

> Applied S.O.L.I.D. design paradigms and refactored monolithic codebases to improve code modularity.

> Collaborated with QA Team to resolve bugs, and propose / implement UX enhancements.

AOD Software • *Software Developer* • **12/2014 to 02/2016**

> Learned and used Magic XPA Development Kit to develop features for .NET-based Point of Sale platform.

> Designed interface to ease the importation of CSV & XML files to Pervasive SQL database.

> Minimized web browser payload by reducing & rewriting JavaScript dependencies.

Open Source Projects

Enhanced GOG Plugin • Demo

> A JavaScript user plugin for GOG.com that automatically fetches pricing data and history while browsing.

> Compares prices across multiple websites to present current lowest pricing, and features a country & region selector.

> Developed with a single 1KB dependency, and maintained with feedback from the GOG.com community.

Search Suggestion Library • Demo

> A lightweight search-suggestion library written in Vanilla JavaScript / ES5 with zero dependencies.

> Allows local or remote sources via AJAX to be loaded on keypress, while caching results to reduce server load.

> Responsive, easily configurable styles, and robust options to allow for custom event handlers.

Steam Friend Tool • Demo

> Single-page application using Valve's Steam API that lets users view what games they have in common with friends.

> Filter search results by game platforms and/or genres, without page reloads.

> Entries for each game are stored and retrieved in a PostgreSQL Heroku Database, allowing for faster load times.