

Mark Fielbig

Software Engineer | mfielbig@gmail.com | San Francisco Bay Area

Technical Skills

Primary Languages

- Java
- JavaScript
- Python
- C++

Networks

- TCP/IP
- HTTP/REST
- WebSocket
- Wireshark
- SSDP/DIAL

Backend

- Node.js
- Django
- MySQL
- PostgreSQL

Frontend

- Closure Compiler
- jQuery
- AngularJS

Mobile

- Android + NDK
- Google Cast SDK
- Mobile Web

Graphics

- OpenGL
- SFML

Design

- Productionization
- Capacity Planning
- Distributed Systems

Testing Methodologies

- Unit
- Integration
- Performance

Work Experience

Google [2014 - Present]

Software Engineer - Google Fiber + Google Play Music

- Designed and implemented streaming infrastructure to serve free tier CE devices
- Launched an improved Google Cast integration with positive public reception
- Collaborated with external CE companies to develop and integrate new protocols
- Performed performance analysis and capacity planning for new feature launches

Nickelodeon [2014]

Android Developer - Nickelodeon Digital

- Implemented Flump on Android for smoother animation playback
- Optimized animations for low memory devices using OpenGL and the NDK
- Reduced mobile network usage and improved latency with animation sprite sheets
- Improved tooling for animators to save turnaround time

Google [2013]

Software Engineering Intern - Google Play Games

- Built production infrastructure and internal tools for serving and managing featured games
- Demoed project at a company all hands
- Continues to live on and serve users today

IBM [2012]

Software Developer Intern - CIO Lab Mobile Innovations

- Built and deployed cross platform hybrid mobile app to thousands of internal users
- Coordinated with other teams globally to oversee related development
- Presented tool to the CIO and worked with the team to evaluate executive onboarding

Dantech Systems [2012]

Software Developer

Eduware, Inc. [2011 - 2012]

Software Developer

Education

Stony Brook University [2010 - 2014]

MS + BS, Computer Science