Stefan T Kendall

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I want to build awesome products with awesome people.

I've reached a point where I'm no longer wooed or fascinated by tech or hyperbole. We can build great things together if you let me help you. Software development is my career, my hobby, and my passion, and I live it 16 / 7. I know what works and what doesn't, and I want to work.

Technical Skills

Likes: ios, swift, git, angularjs, node.js **Dislikes:** c, c++, php, .net, android, java

Experience

Software Developer - Fidelity Labs

July 2014 – Current

ios, angularjs, cucumber, git

Sometimes I build cool stuff and work on cool ideas. Most of my work has been on independent projects, but more recently my team has grown and I've begun training other developers.

Software Developer – Rally Software

November 2011 - July 2014

javascript, extjs, html5, coffeescript, selenium, scss, java, ruby, grails, gradle, jenkins

In June 2014, I won the RallyON 2014 Hackathon. I got to work side by side with customers and really feel the pain points they were hitting in our product.

I worked with designers on a complete redesign of the most used pages of the core revenue-generating product of the company.

I championed TDD and code review, and built these into our team development process.

Software Developer – Lexmark Intl

February 2011 – November 2011

grails, sass, html, javascript, jquery, groovy, git, selenium, compass, extjs

I helped develop a full-stack cloud printing and document management solution. I worked directly with designers to define the development and direction of the project.

During my time here, I championed TDD and code review.

Software Developer - Dell Perot Systems

May 2010 - February 2011

java, struts, oracle, ant, selenium, html, css, jquery, javascript, git

I worked with clients to maintain and update internal software that ran the entire operational side of the business for Triton Container International. While the work itself was dry, this job was an excellent learning opportunity, and I learned firsthand the benefit of code review and test driven development.

Education

B.S. Computer Science, minor Mathematics – University of Kentucky algorithm, languages, discrete-mathematics, databases, jogl, rails

2007 - 2010

Competed in 2010 International Collegiate Programming Contest world finals.

National Merit Scholar, Patterson Scholarship (full tuition) 2007-2010.

Projects & Interests

GitHub - Big Lifts 2 - https://github.com/stefankendall/Big-Lifts-2

May 2013 - October 2015

objective-c, cocoapods, ios, icloud

Native is better.

Creator. This was my first major foray into native iOS development. I almost sold the app, but as it turns out, you can't transfer any app that uses or has ever used iCloud.

$\textbf{GitHub-Quick Attack} - \underline{\text{https://github.com/stefankendall/pokemon-type-}}$

October 2013 - December 2014

calculator

objective-c, ruby

A fun iOS app I wrote to aid in Pokémon battles. I was able to practice my ruby again in aggregating data from Wolfram Alpha to build out a pokemon json database.

April 2014 - December 2014

 $\underline{https://github.com/stefankendall/QuickAttackAndroid}$

java, android

This is my first native android application. I built this mostly to prepare for porting Big Lifts 2 to Android.

GitHub - Big Lifts - https://github.com/stefankendall/Wendler-5-3-1

October 2011 - October 2012

 $javascript,\,html5,\,extjs,\,phonegap,\,cucumber,\,selenium,\,jasmine,\,node.js$

This was my main side project for two years, which I retired for Big Lifts 2.

Big Lifts app on the play market and app store, built entirely with Sencha Touch and PhoneGap.

 $I\ played\ support,\ lead\ developer,\ tester,\ and\ product\ owner\ as\ I\ grew\ the\ app\ to\ the\ size\ that\ warranted\ a\ sequel.$

Big Lifts 2 on the App Store on iTunes – https://itunes.apple.com/us/app/big-lifts-2/id661503150?mt=8

Quick Attack on the App Store on iTunes - https://itunes.apple.com/us/app/quick-attack/id730091045?mt=8

Tools Favorite Editor: Intelli-J