Ryan Coveny

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Education

University of Florida *July 2021 – May 2025*
Bachelor of Science in Computer Science, Minor in Digital Arts and Sciences GPA: 3.7/4.0

- **Dean's List:** Spring 2023, Spring 2024, and Fall 2024
- **Coursework:** Enterprise Software Engineering, Software Verification and Testing, Database Systems, Operating Systems, Data Structures and Algorithms, Intro to Machine Learning, Natural Language Processing

Projects

Full-Stack PokéAPI Team Builder | *React.js, Web APIs, Google Firestore, Object Oriented Programming*

- Built a full-stack web application for designing Pokémon teams connected to an open-source RESTful web API.
- The back-end uses OOP to structure consumed API data; the front-end delivers a clean, user-friendly display.
- Deployed on GitHub Pages with team display, data search and filtering, plus Google Firestore team storage.

Restaurant Label Printer Application | *React.js, Java, Apache Spark, Electron.js, MySQL, JSON, Jackson, JUnit*

- Developed a full-stack Electron.js app used by local restaurant staff to print and organize takeout label data.
- Built a responsive React.js front-end backed by a Java server managing object data for both JSON and SQL.
- Used Apache Spark as a custom API layer for smooth communication between the front-end and back-end.

Loan Approval Prediction Application | *Python, Agile-Scrum, Jupyter, Pandas, Keras, Tensorflow*

- Led a five-person Agile-Scrum team to create a machine learning application predicting loan approval odds.
- Implements Neural Networks, Logistic Regression, KNN, SVM, Decision Trees, and Ensemble Learning Methods.

Music Sorter and Organizer | *C++, C Data Structures, Dataset Manipulation, Object Oriented Programming*

- Worked in a pair to develop a music organization program utilizing the large-scale open-source Million Song Dataset.
- Manipulates, stores, accesses, searches, and efficiently displays data using the Splay Tree data structure.

Experience

Freelance Software Engineer, Customer Service Staff *Vero Beach, FL*
Joey and Kimmy's Seafood Market and Restaurant *May 2023 – Ongoing*

- Spearheaded the development of a full-stack Electron.js web application that streamlined restaurant operations.
- Rebuilt the company's business cards from scratch in Adobe Photoshop after original files were lost.
- Enhanced people skills by adopting the best practices in customer service, cooks, and waitstaff.

Assistant Aquarium Technician Intern *Sebastian, FL*
Environmental Learning Center *Dec 2020 – May 2021*

- Maintained aquarium by managing Microsoft Excel data sheets and performing chemical water quality tests.
- Earned a letter of recommendation from the Learning Center's previous Senior Educator, Sara Piotter.

Involvement

Front-end Developer for Society of Software Developers' Website | *React.js, Agile-Scrum*

- Collaborated in a seven-member Agile-Scrum team to develop the organization's website at ufssd.org.
- Designed and constructed website home page and continuously managed project dependencies.

Front-end Developer for Open Source Club's Echologator Project | *React.js, Typescript, Google Firestore*

- Joined the development of a Firestore back-end open source proximity-based chat application, Echologator.
- Aided the development of the application's front-end chat communication and user profile display.

Technical Skills

Languages: JavaScript, HTML, CSS, Java, SQL, Python, C++, C#, C, R

Technologies: Git, Version Control, Agile Methodology, React.js, Node.js, MySQL, MariaDB, Google Firestore, REST APIs, Apache Spark, Electron.js, JSON, Jackson, JUnit, Bash, Microsoft 365, Adobe (Photoshop, Premiere Pro)