

Ryan Coughlin

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EDUCATION

University of Virginia - Charlottesville, VA

Graduation: May 2018

- Bachelor of Arts in Computer Science - GPA: 3.59/4.00
- Relevant Coursework - Computer Architecture, Program and Data Representation, Algorithms, Mobile Application Development, Data Analysis with Python, Network Security, Discrete Math, Linear Algebra, Multivariable Calculus

SKILLS

- Programming Languages - Java, Javascript, HTML/CSS, Python, C/C++, Bash
- Tools, Frameworks, and Systems - Docker, Vagrant, Elasticsearch, Git, SVN, Jenkins, Azure DevOps; React, Angular/JS, Node.js, jQuery, SailPoint IdentityIQ; Android, Unix, Windows
- Foreign Languages - Chinese, *Advanced Proficiency* (4 years equivalent)

WORK EXPERIENCE

Sila Solutions Group - *Software Engineer, Cybersecurity* - Rosslyn, Virginia

July 2018 - Present

- Engineered scalable Identity & Access Management (IAM) solutions for several clients
- Developed an integration testing framework for IdentityIQ using Java, TestNG, and Docker
- Created a versatile monitoring and metrics solution for IdentityIQ that integrates with various databases (InfluxDB, MySQL, Oracle) and visualization tools (Grafana, Qlik, Tableau)
- Implemented multiple CI/CD pipelines into existing projects using various DevOps tools

Verite Group - *Software Engineering Intern* - Sterling, VA

May 2017 - August 2017

- Worked within an Agile team to develop a web app that displays content reconstructed from packet captures
- Integrated an Elasticsearch backend and utilized plugins for content metadata extraction
- Implemented infinite scrolling, dynamic loading, and complex filtering logic
- Containerized application and dependencies for easy deployment into SCIF environment

84.51° - *Software Development Intern* - Cincinnati, Ohio

May 2016 - August 2016

- Gained experience working within multiple scrum teams in an Agile SAFE environment
- Developed front-end for a dashboard that tracks new features and visualizes workload for engineering teams
- Ingested customer data into Hadoop DFS using Apache NiFi
- Wrote QA automation scripts for ingestion process validation

PROJECTS

TatoeBattle - <https://tatoebattle.herokuapp.com>

October 2016

- Language learning game that teaches the meaning and usage of words through context
- Provides 100,000+ translations between multiple languages stored in Redis database
- Utilizes WebSockets within React framework to enable multiplayer functionality

Gamified Portfolio - <https://wryrye.github.io/portfolio>

September 2016

- HTML5 PixiJS game that leads user to my resume, a Chinese writing sample, and other links

LEADERSHIP & AWARDS

Sila Rock Star Award

Q2 2019

- Given to one individual in the Arlington office who was a "rock star" during the previous quarter
- Awarded for going above and beyond in contributions to internal development and enablement efforts

"Coding in Honor of Connor" UVa Hackathon - 3rd Place

November 2014

- Java app intended for dining hall TV's that allows students to vote for their favorite meals via email/text
- Displays real-time analysis of voter data using graphs and other visualizations