MATTHEW RAMUTA

WEB DEVELOPER

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mramuta
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Seeking to enter a position where I am challenged to improve current product design and further my programming experience. I am passionate about creative problem solving and learning new technologies.

Skills

HARDWARE
Robotic Automation and Control
Fabrication/3D Printing

LANGUAGES
Ruby
JavaScript (jQuery)
HTML
CSS

FRAMEWORKS
Rails
Sinatra

LEARNING
Swift/Xcode
Java

TESTING
RSpec
Jasmine
Capybara
Circle CI

Projects

SEEK_R — Dec 2016
• SEEK_R is an iOS messaging app that uses end to end encryption and location services.
• The app was developed in swift and XCode. It uses RSA to handle the encryption.
• Used the BigInt cocoa pod in order to handle the numbers used in key generation, encryption, and decryption.
• Core data was used for the local storage of private keys.
• A Heroku deployed Rails server acts as the backend to send public keys and encrypted messages.
• Managed four-person team to develop app.

You Have Bad Tastes — Dec 2016
• Single page Rails app that uses Twitter API to allow users to enter a movie title and find tweets that have rated the movie.
• Tweets are displayed on the page and the user can then click the tweet to reply to the author to disagree with them.

reflexGame — Dec 2016
• JavaScript based shooter game using HTML5 Canvas.
• Hosted on Heroku, click title to play.

Wikipedia Clone — Dec 2016
• Built a Wikipedia clone using Rails 5.
• Constructed using test driven development utilizing capybara and Rspec.
• Achieved 100% unit test coverage using Circle CI.

PowerTerm Scripting — May 2016 to Aug 2016
• Wrote Power Script Language programs to automate common tasks using an AS400 system.
• Developed search functions for parts and boiler models.
• Bill of materials and inventory DDE to and from Excel sheets.

PCW Robotic Welding — Apr 2016 to Aug 2016
• Learned Panasonic robot programming and pressure vessel welding.
• Reduced welding fabrication time twelve fold by implementing robotic welding.

Elbow Spasticity Simulator — Sep 2014 to May 2015
• Developed a fluid power controlled elbow spasticity simulator to be used as a teaching aid for physical therapy students.
• Designed the control system and programming for the entire project using an Arduino microcontroller.

Education

Bradley University
BS Mechanical Engineering 2015

Dev Bootcamp
Aug 2016 to Dec 2016
Student at a 19-week intensive training program for growing web developers.

Employment

Vapor Power — Franklin Park, IL
Design Engineer — Jun 2015 to Aug 2016
- Designed thermal fluid heaters, hot water generators, and steam generators.
- Extensive 3D parametric modeling and 2D drafting, as well as digital part library organization and maintenance.

Bradley University — Peoria, IL
Physics Research Intern — May 2012 to Aug 2012
- Used SSH to remotely develop particle simulation programs.
- Helped to create nanoscale computer simulation of MEMS device topography with LAMMPS to investigate physical phenomenon of stiction.