Ryan J. Bautista

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CAREER SUMMARY

- Experienced in Java and Python for school and personal projects; experienced in TypeScript for professional work.

EDUCATION

University of California, Santa Cruz **Sept 2015 – June 2019**

Bachelor of Science, Computer Science

Expected Date of Completion: Early June 2019

- **GPA**: 3.78 / 4.0
- **Relevant Coursework**: Software Engineering, Algorithm Analysis and Abstract Data Types, Distributed Systems, Machine Learning, Web Applications, Operating Systems, Database Systems, Data Structures, Computer Architecture, Computational Models, Discrete Math, Data Visualization, Computer Security

WORK EXPERIENCE

UC Santa Cruz Genomics Institute – Santa Cruz, CA, https://ucscgenomics.soe.ucsc.edu/ **Sept 2018 – June 2019**

Undergraduate Research Assistant (Computational Genomics Platform)

- Contributed towards the full-stack web development of Dockstore, an open-source bioinformatics platform built with Angular 2 for sharing Docker-based tools and workflows.
- Improved the backend performance by optimizing the number of PostgreSQL calls from one-by-one to a bulk transaction.
- Reduced overhead of a component for visualizing bioinformatics workflows by caching different visualization versions with Akita state management.

San Mateo County Transit District – San Carlos, CA, http://www.samtrans.com/ **Jun 2018 – Aug 2018**

Information Technology Intern

- Provided functional and technical support for the company's Oracle Database 10g and PeopleSoft system.
- Designed concise step-by-step process documentation for the company's Business Process Reengineering Phase.

PROJECTS

Accolade Modular Data Pipeline (Senior Capstone Project) **Jan 2019 – June 2019**

- A senior capstone project to create a reusable end-to-end data pipeline for industrial machine learning.
- Collaborated in a team of six students with the Accolade Data Science team.
- Developed Apache Spark Python (PySpark) scripts to extract, transform, and load raw datasets into optimal representations for machine learning models.

Share Yourself Artists (Android/iOS) **Sept 2018 – Dec 2018**

- Cross-platform mobile application built with Flutter and designed for artists to share their work with a global network of journalists and art fans.
- Implemented artist and business user login/sign up functionalities with support for Google and Facebook authentication.
- Collaborated with backend developers to maintain existing Firebase database, which stores user information, art work, and business model transactions.

Facebook Messenger Movie Recommendation Bot **Aug 2018 – Sept 2018**

- Facebook Messenger Bot powered by Node.js that dynamically interacts with users to offer movie recommendations.
- Utilized Google Cloud Dialogflow API for natural language processing of user inputs.
- Designed a webhook with Express and hosted on Heroku to handle all REST calls coming to/from Facebook, Dialogflow, and The Movie Database APIs.

Fault Tolerant & Scalable Distributed System **Jan 2018 – Mar 2018**

- An always-available and partition-tolerant (AP) key-value store system simulated with Docker containers.
- Constructed a REST API with Flask to insert and replicate key-value entries across a multi-node asynchronous network.
- Guaranteed eventual consistency of stale data via background multithreading, which sends broadcast signals to all reachable nodes every half-second.

LANGUAGES

- Java (Proficient), Python (Proficient), JavaScript ES6, TypeScript, SQL, Dart, HTML, CSS & Sass, C

FRAMEWORKS

- Node.js, Angular 2, Apache Spark, Flutter, React, Vue.js, D3.js, Flask, Mockito

TOOLS

- Git, Docker, Firebase, PostgreSQL, CI/CD, Atlassian JIRA, Apache Maven, Heroku, Oracle Database 10g