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

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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 performance of an API endpoint by optimizing the number of database queries from one-by-one to bulk.
- 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/   **June 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 machine learning.
- Collaborated in a team of six students with the Accolade Data Science team.
- Developed Apache Spark 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