

Ryan Couto

[PORTFOLIO](#) • [GITHUB](#) • [LINKEDIN](#)

EXPERIENCE

Software Developer - *Sweeten* (2015 -) - New York, NY

- Used MySQL, Ruby on Rails, JavaScript, AJAX, React.js, jQuery, HTML, CSS, AWS S3, Appcelerator Titanium, Engine Yard, Bugsnag
- Created mobile application using Appcelerator's Titanium Mobile SDK
- Reconfigured content-based matching algorithm for greater accuracy
- Authored nokogiri script to pull general contractors' external project information from NYC's DOB database
- Implemented IP geolocation to serve city-specific curated content

Software QA Analyst - *Lawrence Berkeley Laboratory* (2012 - 2013) - Berkeley, CA

- Worked with developers to test web-based applications
- Learned SQL to translate stored procedures to pseudocode
- Maintained a database of radioactive containers owned by the Dept. of Energy

SKILLS

Ruby (Rails, HAML), JavaScript (jQuery, AJAX, Backbone.js, React.js, Appcelerator Titanium), HTML, CSS (Sass), Test Driven Development (RSpec, Capybara), Heroku, Databases (PostgreSQL, MySQL, SQLite), AWS S3, Git, Python, R, STATA, MATLAB

EDUCATION

UC Berkeley - *Bachelor's in Applied Mathematics: Statistics* (2010 - 2014) - Berkeley, CA

PROJECTS

SweetenApp (*Appcelerator Titanium, JavaScript*)

Mobile application for Sweeten experts

- Created JSON API endpoints in Sweeten's web application
- Learned Appcelerator's Titanium Mobile framework while developing application

ShopUp (*Ruby on Rails, Backbone.js*) | [live](#) | [github](#)

Airbnb inspired app for commercial pop-up store rentals

- Backbone.js front-end consumes RESTful API served by Rails back-end
- OmniAuth allows login through Google
- Geocoding allows searches within user-defined radius
- User authentication utilizes BCrypt to store secret password hash

Snakes on a Euclidean Plane (*JavaScript, HTML5*) | [live](#) | [github](#)

Mathematically themed Snake game

- Utilizes JavaScript asynchronicity to render every 100 milliseconds
- Dynamically updates score

Chess (*Ruby*) [github](#)

Command line chess game

- Game pieces inherit move functionality from parent classes to DRY up code
- Uses custom deep duplication method on board to validate moves