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Ryan Couto

PORTFOLIO   ·   **GITHUB**   ·   **LINKEDIN**

EXPERIENCE

Software Developer - *Sweeten (2015 -)* - New York, NY
- ➔ Developed Ruby on Rails application during high growth period
- ➔ Used MySQL, Ruby on Rails, JavaScript, AJAX, React.js, jQuery, HTML, CSS, AWS
- ➔ Implemented TDD workflow using RSpec
- ➔ Maintained Python web-scraping script, along with corresponding CartoDB geospatial database of all renovation projects in New York City
- ➔ Reconfigured content-based matching algorithm for greater accuracy

Software QA Analyst - *Lawrence Berkeley Laboratory (2012-2013)* - Berkeley, CA
- ➔ Worked with developers to test web-based applications
- ➔ Learned SQL to create scripts corresponding to stored procedures
- ➔ Maintained a database of radioactive containers owned by the Dept. of Energy

SKILLS

Ruby, Rails, JavaScript, AJAX, Backbone.js, React.js, jQuery, HTML, CSS, RSpec, Heroku, PostgreSQL, MySQL, AWS S3, Git

EDUCATION

App Academy - *Full Stack Web Development (Aug 2015)* - New York, NY
- ➔ Course curriculum

UC Berkeley - *Bachelor's in Applied Mathematics: Statistics (Dec 2014)* - Berkeley, CA
- ➔ Structure and Interpretation of Computer Programs, Linear Algebra, Real Analysis, Numerical Analysis, Probability

PROJECTS

ShopUp *(Ruby on Rails, Backbone.js)* | live | github
Airbnb inspired app for commercial pop-up store rentals
- ➔ Backbone front-end consumes RESTful JSON API served by Rails back-end
- ➔ Overrides Backbone parse methods to create front-end model associations
- ➔ OmniAuth allows login through Google
- ➔ Geocoding allows searches within user-defined radius
- ➔ Uses AWS S3 and Paperclip for file uploads
- ➔ User authentication utilizes BCrypt to store secret password hash

Snakes on a Euclidean Plane *(JavaScript, jQuery, HTML5)* | live | github
Snake game made with JavaScript, jQuery, and HTML5
- ➔ Utilizes JavaScript asynchronicity to render every 100 milliseconds
- ➔ Dynamically updates score

Chess *(Ruby)* | live | 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