

Ryan Couto

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

EXPERIENCE

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

- Developed matching algorithm utilizing content-based and collaborative filtering
- Worked with Cornell statistics PhD candidates to improve matching algorithm utilizing advanced statistical methods and analysis
- Created mobile application using Appcelerator's Titanium Mobile framework
- Authored script to scrape contractors' project information from 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 and stored procedures
- Maintained a database of radioactive containers owned by the Dept. of Energy

SKILLS

Ruby (Rails, HAML), JavaScript (jQuery, AJAX, React.js, Backbone.js, Appcelerator Titanium), HTML, CSS (Sass), Testing (RSpec, Capybara, Selenium), Heroku, Git, SQL (PostgreSQL, PostGIS, CartoDB, MySQL, SQLite), AWS

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 in the browser

- jQuery handles events
- Custom CSS

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