

Ryan Couto

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

EXPERIENCE

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

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

App Academy - *Full Stack Web Development (Aug 2015)*

New York, NY

- [Course curriculum](#)

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