# Ryan Couto

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## **EXPERIENCE**

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

- → Used MySQL, Ruby on Rails, JavaScript, AJAX, React.js, jQuery, HTML, CSS, AWS, Appcelerator Titanium, Engine Yard, Bugsnag
- → Created mobile application using Appcelerator's Titanium Mobile SDK
- → Reconfigured content-based matching algorithm for greater accuracy
- → Worked with Cornell statistics PhD candidates to improve matching algorithm utilizing:
  - ◆ Logistic regression analysis
  - ◆ Latent Dirichlet Allocation modeling
  - Bayesian inference
- → 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, Backbone.js, React.js, Appcelerator Titanium), HTML, CSS (Sass), Testing (RSpec, Capybara, Selenium), Heroku, Git, Python, SQL (PostgreSQL, MySQL, SQLite), AWS, R, STATA, MATLAB

#### **FDUCATION**

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