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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

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SKILLS

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

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EDUCATION

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

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

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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
Mathematically themed Snake game
➔ 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