

Ryan Koch

SKILLS

Hands on experience coding in languages including JavaScript, Ruby, and Python

Created and deployed web applications using frameworks such as Ruby on Rails, ReactJS, Angular, and NodeJS ([Github here](#))

Used version control/Git on a daily basis while completing assignments and projects on a team of developers

Passionate about honing and improving my problem solving skills

EXPERIENCE

Doctor Multimedia, San Diego, CA — *Web Developer*

February 2020 - PRESENT

- Manage tasks in a ticket managing system, prioritizing them by urgency, turn-around time, and contribution to revenue streams
- Work on a team of developers following style guidelines to allow for better readability and maintainability

The VanLife App, San Diego, CA — *Web Development Intern*

SEPT 2020 - December 2020

- Along with the other intern, had ownership over the renovation of the team's admin dashboard
- Learned and worked independently to get up to speed with the Angular framework and Firebase/Firestore back-end
- Wrote functioning code for an Ionic app that included a working search bar, edit form, and the population of business metrics/analytics

LEARN Academy, San Diego, CA — *Web Development Student*

JUN 2020 - SEPT 2020

- 480 hours of hands on coding experience, practicing a combination of individual, pair, and mob programming styles
- Deployed functioning, full-stack web applications using ReactJS and Ruby on Rails
- Practiced front-end web design technologies such as Bootstrap and JQuery
- Teacher's Assistant for Jumpstart Weekend, helped prospective bootcamp students with basics of HTML, CSS, and JavaScript

24-7intouch, Orlando, FL — *Quality Manager*

JAN 2017 - DEC 2018

- Hand selected for a pilot role to renovate our departments approach to quality
- Implemented new processes and coaching techniques that increased average monthly quality evaluations from 190 to 2131 and decreased QA errors by 62% within 6 months
- Led a department of over 100 employees and influenced measurable improvements in performance