Ryan Kutella

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EDUCATION:

Bachelor of Science in Computer Science

The University of Alabama, Tuscaloosa, AL, **May 2025**
- GPA: **3.903**/4.0, President's List
- CS courses taken: CS I & II, Data Structures & Algorithms, Software Design & Engineering, Microcomputers, Operating Systems, Databases, and Digital Logic

PROGRAMMING LANGUAGES/SOFTWARE:

React Native, React, JavaScript, C++**,** C#, Firebase Databases, Python, Java, HTML, CSS, Angular, Unity, Git, GitHub, Cloud Firestore**,** Swift, Node.js, CAD, Figma, Adobe Creative Cloud Products, Microsoft Office Products, VHDL, Quartus Prime, Assembly, and Blender

WORK:

Software Engineer & IT Intern, *Abbott Rubber Co.,* Elk Grove Village, IL, Summer 2023 - Current
- Play a large role in the design and development of a new ecommerce website using HTML, CSS, and JS
- Create a streamlined user experience for both B2B and B2C interactions to increase conversion rates
- Work with cyber security softwares to help strengthen and expand internal systems
- Assist with coworkers' technical needs and upgrade existing systems to increase efficiency

Warehouse Employee, *Abbott Rubber Co.,* Elk Grove Village, IL, Full Time, Summer 2021 & Summer 2022
- Handled, packaged, and inspected rubber products and shipments at a high pace and quality
- Communicated with employees to create and manage an efficient assembly line

Traffic Manager, DuPage County Fair, Wheaton, IL, Part Time, June 2020 - July 2020
- Managed flow of 600+ vehicles a day in a drive-thru amusement event in an efficient and flexible manner
- Dealt with consumers and helped diminish complaints by facilitating resolutions

PERSONAL PROJECTS:

Fitness Tracker, December 2021 - May 2022
- Built a JavaScript app using React Native framework, Firebase authentication, and Firestore data storage
- Designed an intuitive UI/UX that provides great usability and appealing screens
- Developed interactive calendar feature to show active days and past workouts
- Created graph feature to show progression of one rep-max, weight, and volume of lifts

Unity FPS Shooter, October 2021 – December 2021
- Used C# inside of Unity software for movements, physics, camera controls, and enemy behavior
- Implemented Unity's artificial intelligence into enemy behavior
- Made a 3D first person experience with advanced movement (speed sliding, wall-climbing)
- Added advanced graphics, using raytracing and shaders

ACTIVITIES:

UA Association for Computer Machinery, Member, University of Alabama, October 2022 - Current
Crimson Defense, Member, University of Alabama, January 2023 - Current
Team Captain, Varsity Football, High School, 2020 - 2022
- Led through words, action, and work ethic
- Helped push everyone towards a common goal

National Honor Society, High School, 2020 - 2022