RYAN KOCH

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LOCATION:
Boston, MA

Skills

FRONT-END
JavaScript
Angular
HTML5
Bootstrap
HandleBars
CSS3
SASS
Ionic

BACK-END
Ruby
Rails
AJAX
PostgreSQL
MongoDB
C++
UNIX

RESEARCH
Quantitative & Qualitative Analysis
Conference Presentations
Journal Publications
Interviews
Survey Design
Wire Framing
Mock-ups
SPSS
Excel
R

Awards

Outstanding Research
Fisher College Center for Leadership in Public Service; 2015

Outstanding Student
Fisher College Psychology Department; 2016

Student of the Year
Fisher College Psychology Department; 2013

Education

Tufts University
M.S. Human Factors Engineering Expected 2019
School of Engineering
Medford, MA

Fisher College
B.A. Psychology Magna Cum Laude 2016
Boston, MA

Experience

Nuance Communications (DRIVE) Laboratory — Cambridge, MA
User Experience Research Intern — Jan. 2017 to June 2017
- Gained familiarity with the automotive industry while working at the Design Research Innovation and in-Vehicle (DRIVE) lab
- Conducted early concept research of natural language processing products centered around multi-modal in-vehicle experiences
- Reviewed a usability study for Honda
- Designed online surveys with Survey Monkey
- Analyzed survey data with Excel

Minds in Technology | Machines in Thought (MIT2) Laboratory — Orlando, FL
Human Robot Interaction (HRI) Research Assistant — Sept. 2016 to Jan. 2017
- Collaborated with Dr. Peter Hancock's graduate student Dr. Tracy Sanders
- Wrote the method sections of 2 publication efforts concerning HRI
- Contributed to a publication submitted to the Journal of Human Factors and Ergonomics Society
- Developed a conference presentation regarding trust in HRI; presented at APS Boston

Massachusetts Institute of Technology (MIT) Lincoln Laboratory — Lexington, MA
Human Factors Research Assistant — May 2016 to Sept. 2016, July 2015 to Sept. 2015
- Supported the development and administration of a heuristic evaluation to collect data in support of a usability test on a project concerning law enforcement video analytic software
- Wrote an executive summary of law enforcement best practices
- Assisted in the creation of a serious game that was used by subject matter experts within a focus group to collect data in support of a utility analysis on public health surveillance software

Projects

E-Commerce Website — 2017
- Operated as a SCRUM master and developer on a 4 person team
- Built a fully functional full stack e-commerce website using JavaScript, Express, and MongoDB
- Programmed functionality that allows a user to view products, store products in a shopping cart, and view order history, and purchase items with a credit card
- Implemented a noSQL database using Mongoose.
- Deployed complete production web app with Heroku.

Fitness Tracker — 2017
- Manufactured a full-stack, single page fitness tracking application built from scratch utilizing Ruby, Rails, JavaScript, jQuery, AJAX, HTML, CSS, SASS, and Bootstrap.
- Programmed functionality that allows users to track exercises, date, and weight used while working out.
- Implemented a PostgreSQL database using Rails
- Deployed complete production web app with Heroku.

Serious Game — 2016
- Researched and collated information necessary for the game scenarios
- Generated fictitious data used in the game
- Conducted A/B testing on various game scenarios and data used in the game