

Ryan Capote

Software Engineer and Full Stack Developer

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Summary

Full stack developer leveraging my extensive technical knowledge to bring empathy and respect to computer software by creating an enjoyable experience for end users. Self-starter who is passionate about developing software with an eye towards performance. Strengths in teamwork, collaboration and leadership. Self taught programmer of 10+ years.

Technical Skills

- **Programming:** JavaScript, C/C++, PHP, Go
- **Front-End:** HTML, CSS, SASS, React, mobile responsive layouts
- **Backend:** NodeJS, Express, Sequelize, Mongoose
- **Database:** MySQL, MongoDB
- **Other:** Linux/Ubuntu, Git, Subversion (SVN), Heroku, Docker, webpack, REST API

Projects *(Additional projects listed on my portfolio website)*

- **vinyls.rytc.io** - <http://vinyls.rytc.io>
NodeJS, React, Express, MongoDB, Mongoose
A web app I developed to display my record collection, deployed to Heroku and uses MongoDB Atlas.
- **gssg** - <https://github.com/rytc/gssg>
Go, Bootstrap
A custom static site generator written in Go with the purpose of generating my portfolio site from HTML and YAML files.
- **SuNodeKu** - <https://sunodeku.herokuapp.com/> | <https://github.com/Abraham-Solis/suNodeKu>
NodeJS, Express, Sequelize, MySQL, Handlebars
UCI Full Stack Bootcamp Group Project 2 - A full stack project where we created a Sudoku website that offers randomly generated puzzles at selectable difficulties, leaderboards, and a forum for questions. My task was to create the Sudoku game, storing and retrieving the puzzle data, creating the queries for the leaderboard.
- **Uns' Table** - <https://ldjam.com/events/ludum-dare/49/ld49-uns-table> | <https://github.com/rytc/ld49>
C++, RayLib
Ludum Dare 49 game jam entry with the theme of "Unstable". Un's Table is a game about an unscrupulous merchant who orders you to fight monsters and bring him the specific loot he's asking for. The game was developed from scratch and published within the 48 hour time limit.
- **Depar** - <https://ldjam.com/events/ludum-dare/48/depar-ld48> | <https://github.com/rytc/ld48>
C++, RayLib
Ludum Dare 48 game jam entry with the theme of "Despair". The game is a futuristic dystopia in the theme of Dune/Cyberpunk. It is a simple platformer game. The game was developed from scratch and published within the 48 hour time limit.

Work History

CCSJC Security Team, San Juan Capistrano, CA Aug 2018 to Dec 2021 - **Full Stack Developer / Freelance**

- Replaced spreadsheets-over-email process with a custom built web application using HTML/CSS, JavaScript, PHP and MySQL.
- Streamlined schedule creation for team leaders by providing an easy-to-use form.
- Provided easy access to the schedule by team members that can be accessed through any browser.

ABMX Servers, Tustin, CA Jan. 2015 to Oct 2021 - **Technical Support Engineer / Full-time**

- Enhanced the QA team's performance with hands-off concurrent installations by implementing networked OS installation via PXELinux, Windows Deployment Server and Clonezilla.
- Enabled support engineers and clients to make critical hardware choices by designing and implementing a system for testing and logging OS compatibility with hardware leading to fewer mistakes when designing a server for a client..
- Increased customer inquiries by researching and writing SEO content and product descriptions for the website.

Home Depot, Lake Forest, CA Feb 2009 to Dec 2014 - **Customer Service / Full-time**

- Increased customer satisfaction by learning and providing service across several departments in the store.
- Received several "Homer" performance recognition awards for customer service, meeting store metric goals, and for on-job training.

Education & Certifications

- **University of California, Irvine** (Feb 2022) - Full Stack Flex Coding Bootcamp
- **CompTIA Network+** (May 2020)
- **Irvine Valley College** - Computer science courses in C/C++, Java, and data structures
- **Eagle Scout** (2008)