

Ryan Capote

Software Engineer and Full Stack Developer

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Skills

- **Programming:** C/C++, PHP, Javascript, NodeJS, Python, Go
- **Front-End:** HTML, CSS, React
- **Database:** MySQL, MongoDB
- **GPU:** Vulkan, OpenGL
- **Other:** Docker, Linux/Ubuntu, VMWare, Git, Subversion (SVN)

Work History

ABMX Servers, Tustin, CA Jan. 2015 to Oct 2021 - Technical Support Engineer

- Implemented automated networked installation processes; assisted clients with troubleshooting and resolving issues; worked with clients to design custom server solutions for their projects; assisted with web content and SEO.

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

- Developed and deployed a HTML/CSS, Javascript, PHP and MySQL web application used to manage the security team's schedules and event notes.

Home Depot, Lake Forest, CA Feb 2009 to Dec 2014 - Customer Service

- Cashier, Head Cashier, Special Services Associate, Tool Rental Associate

Projects

- **gssg** (Dec 2021) - Static site generator written in Go
<https://github.com/rytc/gssg>
- **Uns' Table** (Oct 2021) - Ludum Dare 49 game jam entry written in C++. The game was developed from scratch and published within the 48 hour time limit.
<https://github.com/rytc/ld49>
- **Depar** (April 2021) - Ludum Dare 48 game jam entry written in C++. The game was developed from scratch and published within the 48 hour time limit.
<https://github.com/rytc/ld48>
- **openGuildHall** (2011) - Content management system written in PHP, MySQL.
<https://github.com/rytc/openGuildHall>
- **Trialineate** (2010) - Wrote and published a Tic-Tac-Toe game for iOS in Objective-C featuring local multiplayer and multiplayer over bluetooth.

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)