Ryan Capote

Software Engineer and Full Stack Developer

(949) 632-1030 | **Email**: ryan@rytc.io | **Github**: https://github.com/rytc | **Portfolio**: https://rytc.io

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Skills

- **Programming:** Javascript, C/C++, PHP, Go
- **Front-End:** HTML, CSS, React
- **Backend:** Node, Express, Sequelize
- **Database:** MySQL, MongoDB
- **Other:** Docker, Linux/Ubuntu, VMWare, Git, Subversion (SVN), Heroku

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 Present - **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

- **SuNodeKu** (Jan 2022) - UCI Full Stack Bootcamp Group Project 2 - Wrote a compressor/decompressor in Javascript for the game data for storage in MySQL.
- **gssg** (Dec 2021) - Static site generator written in Go
  https://github.com/rytc/gssg
- **Pet Rescue Finder** (Dec 2021) UCI Full Stack Bootcamp Group Project 1 - Created a wrapper in Javascript for petfinder.com API to handle OAuth authentication and expiring keys. The wrapper provided a simple function call to interact with the API on the front end.
- **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)