Ryan Coughlin

Charlottesville, VA • rlc4sv@virginia.edu • 571-271-9918 • https://wryrye.github.io/portfolio

EDUCATION

University of Virginia - Charlottesville, VA   Graduation: May 2018

- Bachelor of Arts in Computer Science - GPA: 3.59/4.00
- Relevant Coursework - Computer Architecture, Program and Data Representation, Algorithms, Mobile Application Development, Data Analysis with Python, Network Security, Discrete Math, Linear Algebra, Multivariable Calculus

SKILLS

- Programming Languages - Java, Javascript, HTML/CSS, Python, C/C++, Bash
- Tools, Frameworks, and Systems - AngularJS, Node.js, Elasticsearch, Docker, Git, REST APIs, Angular 2, Webpack, jQuery, Android, Unix
- Foreign Languages - Chinese, *Advanced Proficiency* (4 years equivalent)

WORK EXPERIENCE

Verite Group - *Software Engineering Intern* - Sterling, VA   May 2017 - August 2017

- Worked within an Agile team to develop a web app that displays content reconstructed from packet captures
- Integrated an Elasticsearch backend and utilized plugins for content metadata extraction
- Implemented infinite scrolling, dynamic loading, and complex filtering logic
- Containerized application and dependencies for easy deployment into SCIF environment

84.51° - *Software Development Intern* - Cincinnati, Ohio   May 2016 - August 2016

- Gained experience working within multiple scrum teams in an Agile SAFE environment
- Developed front-end for a dashboard that tracks new features and visualizes workload for engineering teams
- Ingested customer data into Hadoop DFS using Apache NiFi
- Wrote QA automation scripts for ingestion process validation

Aol. - *Product Management Intern* - Dulles, Virginia   June 2015 - August 2015

- Researched several startup ideas for multiple project managers within a R&D group
- Conducted extensive user testing on startup ideas, utilizing Lean Startup methodology
- Supported Android developers through researching, suggesting, and testing of new app features

PROJECTS

Shang Xia Wen - *http://www.shangxiawen.space*   October 2016

- Built a Chinese language learning tool that teaches the meaning and usage of words through context
- Provides 35,000+ Chinese-English sentence translations, filterable by user input

Personal portfolio - *https://wryrye.github.io/portfolio*   September 2016

- Developed a web app to host resume and a writing sample
- Made extensive use of CSS animation and DOM manipulation to gamify access to documents

LEADERSHIP & AWARDS

"Coding in Honor of Connor" UVa Hackathon - *3rd Place*   November 2014

- Built an app intended for dining hall TV's that allows students to vote for their favorite meals via email/text
- Displays an analysis of voter data using graphs that updates regularly

CS 2110 Android Ghost Hunter Game Project - *Team Leader*   October 2014

- Developed an adventure game with variably sized maps, randomly generated rooms, and sprite animation
- As team leader, I was responsible for prioritizing and managing Scrum backlog and sprints