# Ryan Coughlin

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## SKILLS

- Languages, Frameworks and More - Java, C/C++, Python, HTML, CSS, Javascript, Typescript, AngularJS 2.0, Android Development, Version Control (Git), Bash/Command Line
- Foreign Languages - Chinese, *Advanced Proficiency* (3 years equivalent)

## EDUCATION

**University of Virginia,** Charlottesville, VA                                        Graduation: May 2018

- Computer Science - Major GPA: 3.77/4.00, Cumulative GPA: 3.55/4.00
- Related Coursework - Mobile Application Development, Algorithms, Computer Architecture, Data Analysis with Python,  Program and Data Representation, Software Development, Discrete Math, Elementary Linear Algebra, Multivariable Calculus

## WORK EXPERIENCE

**84.51°,** *Application Developer Intern*, Cincinnati, Ohio                  May 2016 - August 2016

- Worked with various scrum teams in Agile SAFE environment
- Ingested data into HDFS using Apache NiFi
- Wrote QA automation scripts in Python for ingestion process validation
- Developed in-house dashboards using Typescript/Javascript and AngularJS 2.0 framework

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

- Worked on several startup ideas for project managers within an R&D group
- Exercised Lean Startup methodology and conducted extensive user testing
- Supported Android developers, researching and suggesting new app features, and testing feature functionality

## MEMBERSHIPS & PROJECTS

**Personal Website**                                                                      September 2016

- Built a personal website in Typescript/Javascript within AngularJS 2.0 Framework, using NPM and Webpack for module loading
- Used  CSS animation, DOM manipulation, and  external Javascript libraries to gamify access to résumé

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

- Built a Java application with Swing GUI for UVa dining hall TV's that uses JavaMail API to handle incoming texts or emails from students voting for favorite meals
- Displays an analysis of voter data using charts and graphs, updating every few seconds

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

- Developed a dungeon-style game as team leader for class project, responsible for prioritizing and managing Scrum backlog and sprints
- Implemented variably sized maps, randomly generated rooms,  and sprite animation

**Network Security Club**                                                              September 2015

- Learn about network security vulnerabilities and examine real-life case studies
- Practice both implementation and prevention of common methods of attack (SQL Injection, Buffer Overflow, XSS)