

Ryan Coughlin

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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++
- Tools, Frameworks, and Systems - AngularJS, Angular 2, Node.js, Elasticsearch, Docker, Git, REST APIs, Android, Unix
- Foreign Languages - Chinese, *Advanced Proficiency* (4 years equivalent)

WORK EXPERIENCE

Verite Group - *Software Engineering Intern* - Sterling, VA

May 2017 - August 2017

- Helped develop a web app that organizes and 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 entire application and dependencies for easy deployment in SCIF environment

84.51° - *Software Development Intern* - Cincinnati, Ohio

May 2016 - August 2016

- Helped build a dashboard that tracks upcoming features and visualizes workload for engineering teams
- Ingested customer data into HDFS 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://shangxiawen.xyz>

October 2016

- Built a web app to help Chinese language learners better understand the context and usage of words
- Provides 35,000+ Chinese-English sentence translations, filterable by user input

Personal Website - <https://wryrye.github.io/testWeb/>

September 2016

- Developed a personal 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