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++, Bash
- Tools, Frameworks, and Systems - SailPoint IdentityIQ, Git, Vagrant, Docker, Elasticsearch, Jenkins, Azure DevOps, ReactJS, Angular/JS, Node.js, jQuery, Android, Unix, Windows
- Foreign Languages - Chinese, *Advanced Proficiency* (4 years equivalent)

WORK EXPERIENCE

Sila Solutions Group - *Identity & Access Management Engineer* - Rosslyn, Virginia   July 2018 - Present
- Engineered scalable Identity & Access Management (IAM) solutions for several clients
- Developed an integration testing framework for IdentityIQ using Java, TestNG, and Docker
- Created a versatile monitoring and metrics solution for IdentityIQ that integrates with various databases (InfluxDB, MySQL, Oracle) and visualization tools (Grafana, Qlik, Tableau)
- Integrated various DevOps tools and configured multiple CI/CD pipelines

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

PROJECTS

TatoeBattle - *https://tatoebattle.herokuapp.com*   October 2016
- Chinese language learning game that teaches the meaning and usage of words through context
- Provides 100,000+ translations between multiple languages stored in Redis database
- Leverages WebSockets within ReactJS framework to provide multiplayer experience

Gamified Portfolio - *https://wryrye.github.io/portfolio*   September 2016
- HTML5 PixiJS game that leads user to my resume, a Chinese writing sample, and other links

LEADERSHIP & AWARDS

"Coding in Honor of Connor" UVa Hackathon - *3rd Place*   November 2014
- Java app intended for dining hall TV's that allows students to vote for their favorite meals via email/text
- Displays real-time analysis of voter data using graphs and other visualizations