

# Ryan Kutella

Ryankutella25@yahoo.com | linkedin.com/in/ryankutella | 847-708-2227 | ryankutella.com | github.com/ryankutella25

## EDUCATION

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### Bachelor of Science in Computer Science

August 2022 - May 2025

The University of Alabama, Tuscaloosa, AL

- Cumulative GPA: **3.9/4.0**, President's List
- CS courses taken: CS I & II, Data Structures & Algorithms, Software Design & Engineering, Microcomputers, Operating Systems, Databases, and Digital Logic

## WORK

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### Software Engineer & IT Intern, *Abbott Rubber Co.*, Itasca, IL

Summer 2023 - Current

- Play a large role in the design and development of a new ecommerce website using HTML, CSS, and JS.
- Create a streamlined user experience for both B2B and B2C interactions to increase conversion rates.
- Work with software like Azure and Epicor Prophet 21 to help strengthen and expand internal systems.
- Assist with coworkers' technical needs and upgrade existing systems to maintain and increase productivity.

## PROJECTS

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### Personal Web | *Vue, Nuxt.js, JS, CSS, Figma, AdobeXD*

Spring 2024

- Used Vue & Nuxt.js to create a high functioning, responsive, and professional webpage.
- Sketched UI & UX in Figma and Adobe XD to create a pleasant and powerful experience.

### Fitness Tracker | *React Native, Firebase & Firestore, JS, CSS*

Spring 2022

- Built a JavaScript app using React Native framework, Firebase authentication, and Firestore data storage.
- Designed an intuitive UI/UX that provides great usability and appealing screens.
- Developed interactive calendar feature to show active days and past workouts.
- Created graph feature to show progression of one rep-max, weight, and volume of lifts.

### Unity FPS Shooter | *C#, Unity, Artificial Intelligence, Blender*

Fall 2021

- Used C# inside of Unity for a 3D experience with advanced physics, movement, graphics, and enemies.
- Implemented Unity's artificial intelligence into enemy behavior and tracking.

### CS II | *C++, I/O, Sorting, Pointers, Hashes, Linked Lists*

Fall 2022

- Projects working with data input and manipulation to create a usable outcome, implementation, and usage of quicksort & merge sort, along with extensive use of objects, pointers, hashes, and linked lists.

### Software Design & Engineering | *Java, Bitbucket, Agile Team*

Fall 2023

- Created a full system (user portals, storage, and data manipulation) for a therapy organization. Also, utilized Bitbucket (git) and an Agile team structure where I took a leadership role, helping push our team toward a very successful finished project.

### Data Structures & Algorithms | *C++, Dynamic Arrays, Heaps, Trees*

Spring 2023

- Projects working with circular dynamic arrays, balancing binary trees like Red-Black Trees, and a project working with the usage of heaps, binomial heaps, and Fibonacci heaps.

### Databases | *SQL, Java*

Spring 2024

- Project with advanced selection of an SQL database using a Java library and the updating of tables and cells.

### Operating Systems | *C++, Kernels, Page Tables, CV & Semaphores*

Spring 2024

- Projects building Unix shell using kernel commands, memory management of physical storage using blocks and pages, and deadlock avoidance using conditional variables and semaphores.

## TECHNICAL SKILLS

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**Languages:** JavaScript, C++, C#, Python, Java, HTML/CSS, SQL, Assembly, VHDL

**Frameworks:** React Native & React, Node.js, Nuxt.js, Angular, Vue

**Developer Tools:** Git/GitHub/Bitbucket, MongoDB, Oracle SQL & Amazon Firebase Databases, VSCode, JetBrains

**UI/UX & Engineering Tools:** Figma, Blender, CAD, Autodesk, Unity, Microsoft Excel, Adobe Creative Cloud

## ACTIVITIES

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**UA Association for Computer Machinery**, Member, University of Alabama

October 2022 - Current

**Crimson Defense**, Member, University of Alabama

January 2023 - Current

**Team Captain**, Varsity Football, High School

2020 - 2022

**National Honor Society**, High School

2020 - 2022