Ryan A. Koval

Software Engineering, Architecture & Management

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Programming Languages
JavaScript, TypeScript, Scala, Python, Java, Golang, bash, Lua, HTML5, CSS, Less, Sass

Infrastructure
Kubernetes, CloudFormation, AWS Lambda, Elastic Beanstalk, CloudFront, CloudWatch, ELB, IAM, VPC, WAF, SQS, SNS, EC2

Data Stores
PostgreSQL, Prometheus, Redis, MySQL, ElastiCache, RDS, S3, Cassandra, Hazelcast, Elasticsearch, MongoDB

Frameworks & Libraries
React, MobX, MochaJS, Django, TailwindCSS, Redux, Vue.js, Pug, Next.js, Remix, AngularJS, Play Framework, Spring, Hibernate

Automation
Docker, GitHub Actions, CircleCI, Puppeteer, Jest, Terraform, Karma, sbt, Webpack, Ansible, Jenkins, Concourse CI, Vagrant

Miscellaneous
ChatGPT, Linux, Neovim, Vim, git, macOS, Bun, node.js, Grafana, Sublime Text, Stripe, OAuth, Markdown, NGINX, WordPress

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Roblox, Engineering Manager
Aug 2021 – present

» Working primarily within the Guilded team post-acquisition, Ryan directly managed 6+ engineers by facilitating the RoGRO corporate review process and by providing regular feedback to bolster the performance of his direct reports

» As technical lead, he steered 6+ projects and product initiatives involving 40+ personnel across engineering, design, community, and beyond

» He pioneered a ChatGPT integration, fueling AI adoption within the product

Guilded, Software Engineer
Nov 2018 – Aug 2021

» Ryan was intergral to the original core engineering team that secured a $7M Series A funding in April 2020 and ultimately the $90M acquisition by Roblox in August 2021.

» He spearheaded recruitment and management helping grow the engineering team from 7 to 21+ people with less than 15% turnover over two years.

» He employed growth engineering to elevate the product from effectively 0 to 110k+ DAU/0.9M+ MAU over 3 years

» He directed many product and engineering initiatives from end-to-end, including gathering user requirements, collaborating with the UX design team, and shipping code to production

» He served as a versatile full-stack engineer across web, desktop, mobile, backend, devops, CI/CD, cloud infrastructure, moderation/abuse, data stores, developer experience, and more

LTK (formerly rewardStyle and LIKEtoKNOW.it), Senior Software Engineer
Feb 2016 – Oct 2018

» Ryan led front-end development for a self-service collaborations portal, where he managed an international team

» He helped craft two major versions of a screen-scraping infrastructure used to gather data from all influencers for a customer-facing recommendation engine and general business intelligence

» He was involved in designing and implementing new core infrastructure patterns to push the organization from a two-week deploy cycle to rapid continuous delivery

» He revived multiple legacy node.js analytics projects plagued with stability problems and general disrepair

» He overhauled infrastructure configuration for another failing project in charge of syncing critical internal data throughout multiple systems

Bottle Rocket Studios, Lead Engineer
Nov 2015 – Feb 2016

» Ryan utilized his Scala experience to rapidly speed up development of a complex eCommerce ordering solution

Slalom Consulting, Consultant
Nov 2013 – Oct 2015

» Ryan constructed core components for nearly all aspects of a multi-million dollar system prison telecommunication investigative tool

» He was designated as an authority to navigate Scala-centric AWS data processing pipelines for a prominent agricultural enterprise

Credera, Consultant
<div align="right">Aug 2011 – Oct 2013</div>

» Ryan interacted with and developed for nearly all aspects of a multi-million dollar automotive eCommerce website, which contained over 50 technology integrations and spanned over both desktop & mobile platforms.

» He captained front-end integration team of a classic Spring MVC implementation for a marketing tool used by an international marketing giant.

Certified ScrumMaster® – Scrum Alliance
<div align="right">Sep 2015</div>

Oracle Certified Professional – Java SE6 Programmer – Oracle
<div align="right">Oct 2011</div>

Southern Methodist University

» Bachelor of Science, Computer Science (minor in Mathematics)