

Ryan A. Koval

Software Engineering, Architecture & Management

ryan@ryankoval.com – <https://ryankoval.com> – <https://github.com/rkoval>

Programming Languages

JavaScript, TypeScript, Scala,
Python, Java, Golang, C#, bash,
Lua, HTML5, CSS, Less, Sass

Infrastructure

Kubernetes, CloudFormation,
AWS Lambda, Elastic Beanstalk,
CloudFront, CloudWatch, ECS,
ECR, 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, TRPC, Redux,
Vue.js, Pug, Next.js, React Router,
Remix, AngularJS, Play
Framework, Spring, Hibernate

Automation

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

Miscellaneous

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

End to End Productions, Founder / CEO

Apr 2022 – present

- » Ryan founded the consultancy to specialize in world-class software engineering, architecture, product, and management services.
- » Successfully delivered solutions for clients including Jam Chat and The Styled by Collective.

The Styled by Collective, Co-founder / CTO

Jan 2025 – present

- » Ryan led all engineering and product efforts to design, architect, and implement an ERP/CRM system for blind inventory management of fashion apparel, catering to private client luxury styling services.
- » The platform managed over \$2.8M in yearly client spend and maintained a consistent 30% keep rate for high-value luxury goods, often exceeding \$20k per item.

Roblox, Engineering Manager

Aug 2021 – Jan 2025

- » Working primarily within the Guilded team after its acquisition, Ryan directly managed 6+ engineers by facilitating the RoGRO corporate review process and by providing radical candor to bolster the performance of his direct reports.
- » Served as technical lead on 7+ cross-functional initiatives involving 40+ collaborators across engineering, design, trust & safety, and community teams.
- » High-impact projects include: a full editor rewrite; the Roblox universal rich text initiative; public-facing bot REST API; scalable big data science ETLs; CI/CD optimization and developer experience enhancements; Roblox↔Guilded OAuth integration; a ChatGPT-powered multiplayer AI chat bot

Guilded, Software Engineer

Nov 2018 – Aug 2021

- » Ryan was integral 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 nearly 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 helped transition the organization from a two-week deploy cycle to rapid continuous delivery by designing and implementing new core infrastructure patterns
- » 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 accelerate development of a complex eCommerce ordering solution for multiple high profile fast food and fast casual restaurants

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

Aug 2011 – Oct 2013

- » 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 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

Sep 2015

Oracle Certified Professional – Java SE6 Programmer – OracleOct 2011

Southern Methodist University

- » Bachelor of Science, Computer Science (Minor in Mathematics)