

Ryan Kutella

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EDUCATION

Bachelor of Science in Computer Science

August 2022 - May 2026

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, Database Management Systems, Reinforcement Learning, and Digital Logic

WORK

Software Engineer Co-Op, Mercedes-Benz U.S. International, Tuscaloosa, AL

August 2024 – December 2025

- Developed internal plant applications with **C#, .NET, Azure Functions**, and **SQL Server**, automating workflows and reducing manual reporting.
- Designed and optimized **SQL queries**, increasing data accuracy and reducing query run times.
- Built **Power BI dashboards** to track KPIs and visualize production/quality metrics, improving decision-making for managers.
- Collaborated with cross-functional teams to deliver scalable, cloud-integrated technical solutions.

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

May 2023 - August 2024

- Played a large role in the design and development of a new ecommerce website using HTML, CSS, and JS.
- Worked with software like Azure and Epicor Prophet 21 to help strengthen and expand internal systems.

PROJECTS

Personal Portfolio | 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.

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

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

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

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

UI/UX & Engineering Tools: Figma, Microsoft Power Platform, Adobe Creative Cloud

ACTIVITIES

UA Association for Computer Machinery, Member, University of Alabama

October 2022 - Current

Crimson Defense, Member, University of Alabama

January 2023 - Current