

# Ryan Ilano

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## PROFESSIONAL SUMMARY

Innovative and solutions-focused Software Engineer with robust expertise in full-stack development. Collaborative and quality-driven, committed to building software that aligns with customer needs and pushes technological boundaries. Drawing on prior experience in competitive programming, demonstrates a relentless drive for problem solving by applying DSA fundamentals to craft efficient, scalable solutions for complex challenges.

## RELEVANT EXPERIENCE

### Associate Software Engineer, Northrop Grumman

JAN 2023 – PRESENT

- Implemented software changes to UH-60V Black Hawk cockpit applications, including the CDU (Control Display Unit) and FMS (Flight Management System)
- Created and maintained Python test scripts to automate testing of code and ensure full code coverage of requirements
- Developed requirement-tracing automation tools to increase team productivity and streamline tedious processes, improving ease of use and efficiency by 20%
- Contributed to Independent Research & Development (IRAD) program to adapt various C/C++ library applications to updated platforms

### QA Contract Engineer, Gamestar+

DEC 2021 – MAY 2022

- Conducted black box testing on alpha builds to ensure product continuity
- Documented blocker bugs and escalated priority for fixes to developers via JIRA
- Collaborated with cross-functional teams to maintain continuous workflow and quality assurance
- Developed strong analytical and problem-solving skills in QA Contract Engineer role

## SKILLS

**Languages:** Python, C++, C, JavaScript, TypeScript, Go, Java, SQL

**Technologies:** Git, React, React Native, Next.js, Linux, Docker, AWS, GCP, Redis

## EDUCATION

### B.S., Computer Science, California State University, Northridge

MAY 2022

- GPA: 3.62/4.00
- Dean's List for 5 terms

## PROJECTS

### [AirPnP](#)

AUG 2021 – MAY 2022

- In a team of 3, lead design and development of a mobile application to allow users to find restrooms in their vicinity.
- Technologies used: React Native, Firebase (Authentication, Firestore, Cloud Storage), Figma, JIRA

### [Aces Card Game](#)

JUNE 2022

- Developed an application where users could play a Blackjack-style card game from a web browser. In addition, users could also leverage a backend API to play the game through HTTP POST requests and retrieve their high-scores.
- Technologies used: React, PostgreSQL, GraphQL, Docker, Jest, Tailwind CSS, Figma

### [X Authentication System](#)

JAN 2021 - MAY 2021

- Constructed an employee authentication system to allow authenticated users access to a secure company dashboard. The application was hosted on an AWS EC2 instance with security measures supported by firewall configurations, IP address logging, and a network intrusion detection system.
- Technologies used: PHP, AWS (EC2, SES), MySQL, Linx (Ubuntu)