

Ryan A. Koval

Software Engineering, Architecture & Management

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Programming Languages

JavaScript, TypeScript, Python, Go, Scala, Java, bash, Lua, HTML, CSS, Less, Sass, Markdown

Frameworks & Libraries

React, MobX, React Native, TailwindCSS, tRPC, Vue.js, Django, HTMX, Next.js, React Router, AngularJS, Play Framework

Data Stores

PostgreSQL, Redis, Prometheus, MySQL, ElastiCache, RDS, S3, Cassandra, Elasticsearch, MongoDB

Automation

Docker, GitHub Actions, CircleCI, Playwright, Puppeteer, Jest, Temporal, Vite, sbt, Webpack, Ansible, Jenkins, Concourse CI

Cloud / Infrastructure

AWS, Azure, Docker Compose, Terraform, Kubernetes, SLURM, ECS, Elastic Beanstalk

Miscellaneous

Linux, Neovim, Cursor, macOS, Bun, Node.js, Grafana, Sublime Text, Stripe, Alfred, OAuth, NGINX, WordPress

NVIDIA (within DGX Cloud) • Engineering Manager

Sep 2025 to present

- Managed an 8+ member Product Engineering team within a 105+ person org, transforming a break/fix tool into a scalable, general-purpose automation platform for \$1B+ in hardware infrastructure.
- Introduced product personas, formal UX standards, and fluid user feedback channels to foster a product-driven mindset across engineering and shift development toward cohesive, user-centered design.
- Improved product quality and developer velocity by introducing a shared component library, Playwright-based end-to-end testing, static analysis tools, AI-assisted code reviews, and internal enablement sessions.

The Styled by Collective • Co-Founder / CTO

Jan 2025 to Jun 2025

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

End to End Productions • Founder / CEO

Apr 2022 to present

- Founded the consultancy to specialize in world-class software engineering, architecture, product, and management services.
- Successfully delivered solutions to clients including Slammin' Backgammon, Viva la Mahj, Jam Chat, and The Styled by Collective.

Roblox • Engineering Manager

Aug 2021 to Jan 2025

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

Guided (Y Combinator '17) • **Software Engineer**

Nov 2018 to Aug 2021

- Joined as the 4th overall engineer of the Discord competitor that secured a \$7M Series A round in April 2020 and ultimately a \$90M acquisition by Roblox in August 2021.
- Spearheaded recruiting and management, helping grow the engineering team from 7 to 21+ people with less than 15% turnover over two years.
- Applied growth engineering to elevate the product from 0 to 110k+ DAU/0.9M+ MAU over 3 years.
- Directed many product and engineering initiatives end-to-end across virtually everything, including gathering user requirements, collaborating with the UX design team, and shipping code to production.

LTK (formerly rewardStyle and LIKEtoKNOW.it) • **Senior Software Engineer**

Feb 2016 to Oct 2018

- Oversaw front-end development for a self-service collaborations portal, managing a global team.
- Built two major versions of screen-scraping infrastructure used to gather influencer data for a customer-facing recommendation engine and general business intelligence.
- Moved the organization from a two-week deploy cycle to rapid continuous delivery by designing and implementing new core infrastructure patterns.
- Revived multiple legacy Node.js analytics projects plagued by stability and maintainability problems.
- Overhauled infrastructure configuration for another failing project responsible for syncing critical internal data across multiple systems.

Bottle Rocket Studios • **Lead Engineer**

Nov 2015 to Feb 2016

- Applied Scala expertise 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 to Oct 2015

- Constructed core components for nearly all aspects of a multi-million-dollar prison telecommunications investigative tool.
- Delivered Scala-centric AWS data processing pipelines for a prominent agricultural enterprise.

Credera • **Consultant**

Aug 2011 to Oct 2013

- Contributed to nearly all aspects of a multi-million-dollar automotive eCommerce website, which contained over 50 technology integrations and spanned both desktop & mobile platforms.
- Guided the front-end integration team for a classic Spring MVC implementation of a marketing tool used by an international marketing giant.

Southern Methodist University

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

Certifications

- Certified ScrumMaster® – Scrum Alliance
- Oracle Certified Professional – Java SE6 Programmer – Oracle

Interests

- Live Music, Travel, The Acquired Podcast, Video Games, Movies, Food, AI

Personal Side Projects

AWS Console Services – Alfred Workflow

- A powerful Alfred workflow for quickly opening up AWS Console Services in your browser or searching for entities within them. 325+ stars on GitHub.

Technologies: Alfred, Go, AWS, bash

Source: github.com/rkoval/alfred-aws-console-services-workflow

Slammin' Backgammon

- Think Wordle, but for Backgammon. Every game in a given day gets the same exact seeded series of dice rolls, and you compete against an AI opponent. Final score is determined by speed of play and how many pips are remaining for both players at the end of the game.

Technologies: TypeScript, React, Node.js, PostgreSQL, bash, Playwright, Docker, Alfred

Live: slammin-backgammon.com/

Blog

- My personal weblog where I (very) occasionally write about software engineering and maybe other things soon. Who knows what I'll write about!?

Technologies: TypeScript, React, Markdown, Vite, Bun

Live: blog.ryankoval.com

Source: github.com/rkoval/ryankoval.com

Surely, You Jest!

- A tech talk I gave for DallasJS in 2018 on JavaScript testing with Jest and Puppeteer. Source repo contains presentation slides and example code snippets.

Technologies: JavaScript, Jest, Node.js, Puppeteer, React

Live: slides.com/ryankoval/surely-you-jest

Source: github.com/rkoval/surely-you-jest

ryankoval.pizza

- A delightful site where you can order a pizza for your friend.

Technologies: JavaScript, Pug, Node.js, PayPal, bash, Docker, Alfred

Live: ryankoval.pizza

Source: github.com/rkoval/order-me-pizza

Resy Reservation Bot

- A restaurant reservation bot that automatically attempts to book reservations as they become available on Resy. Supports configurable restaurants, party sizes, and time slots. Its use may or may not violate Resy's terms of service.

Technologies: JavaScript, Node.js

Source: github.com/rkoval/resy-reservation-bot

Personal Site

- Effectively an interactive / stylish resume that has my blog and actual resume attached. Surfaces searchable technical experience, generated PDFs, SEO metadata, and static deployment automation.

Technologies: TypeScript, React, Vite, Bun, NGINX, TailwindCSS, bash, Docker, Alfred

Live: ryankoval.com

Source: github.com/rkoval/ryankoval.com