Alejandro Ruiz

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Recent graduate with industry exposure to software development and data analytics through internships. Seeking an opportunity to learn and apply technical skills in a fast-paced and challenging development team.

Skills

- HTML | CSS | JavaScript | React | Tailwind CSS | Python | Java | PostgreSQL | C# | Flask | Django | .NET | Git | Figma
- Object Oriented Design | Agile Development | REST APIs | Relational Databases | UI/UX design | Photo & Video editing

Experience ____

Software Developer, Intern

Intel Corporation

Hillsboro, OR

05/2022 - 08/2022

- Worked closely with domain experts to capture and document software requirements to fulfill design needs.
- Debugged and extended functionality of widely used internal tool.
- Designed and implemented data analytics script in Python to analyze large data sets (up to hundreds of GBs).
- Extended capabilities of above scripts by integrating and utilizing an internal parallelization API.

Software Developer, Intern

Nagnoi LLC

08/2020 - 12/2020

- Collaborated in a team of three developers to design, develop, extend, and test core features for a new product.
- Applied OOP design principles to implement NCQA HEDIS compliant measures in .NET framework using C#.
- Developed REST API endpoints to query large data sets from a Relational DB to extract and analyze data.
- Followed test-driven approach to validate results by developing unit tests using xUnit.
- Documented REST API endpoints using Swagger UI.

Cybersecurity Consultant, Intern

ERM Protect

Coral Gables, FL 05/2019 - 08/2019

- Developed landing pages using HTML, CSS, and Bootstrap for email phishing campaigns.
- Performed penetration tests on client's Web Applications by intercepting and modifying HTTP requests.
- Practiced Digital Forensics by detecting Indicators of Compromise in client's compromised server files.

Education

Bachelor of Science

University of Puerto Rico

Mayaguez, PR 08/2017 - 06/2023 Magna Cum Laude (GPA: 3.56/4.00)

Major in Software Engineering

Projects _____

Bloom – Virtual Reality plant-care simulation (Capstone Project)

08/2022 - 12/2022

- Worked closely with two team members to develop a plant caring simulator in Virtual Reality built in Unity using C#.
- Lead creative efforts such as: generating plant leaf textures using photo editing software, designing and 3D modeling plants using SpeedTree Modeler and Blender, building terrain and staging assets in garden scene.
- Enforced quality control by play testing project throughout development process using VR headset.

No Brim - Simulated hat shop (Databases course)

01/2022 - 05/2022

- Developed Back End controllers and REST API endpoints for querying a PostgreSQL DB using Python and Flask.
- Designed UI wireframes and UX flows for the Home and Cart pages using Figma.
- Implemented Front End functionality based on Figma wireframes using React, JavaScript, HTML and CSS.

Mentorship _____

Technical Mentor

HacksUPRM

Mayaguez, PR 07/2017 & 07/2018

- · Managed two teams of two participants each (junior high school students) throughout their one-week mobile app development journey using MIT's App Inventor visual-scripting software.
- Assisted teams during brainstorm and debug sessions by providing feedback and helping them manage project expectations of features for the one-week timeframe.