

Alejandro Ruiz

Software Engineer

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Recent graduate with industry exposure to software development and data analytics through internships. Seeking opportunity to learn and apply technical skills in Fetch's fast-paced and challenging iOS development team. Relevant skills listed below:

Python • Java • C# • HTML • CSS • JavaScript • SQL • Git • Flask • Django • Bootstrap • React • .NET • Unity • Figma
REST APIs • Relational Databases • UI/UX design • OOP • UNIX Development • Basic 3D modeling • Photo & Video editing

Education

University of Puerto Rico: Mayagüez Campus

B.S. in Software Engineering

August 2017 – December 2022

Magna Cum Laude (GPA: 3.56/4.00)

Experience

Intel Corporation – *Semiconductor design and manufacturing.*

May 2022 - August 2022

Undergraduate Technical Intern:

Jones Farm Campus at Hillsboro, OR

- 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.

Nagnoi LLC – *Data Analytics in Healthcare Industry.*

August 2020 – December 2020

Undergraduate Software Developer Intern:

Remote Role

- 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.

ERM Protect – *Cybersecurity Solutions.*

May 2019 - August 2019

Information Security Consultant Intern:

Coral Gables, FL

- 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.

HacksUPRM – *Software Engineering Camp for Junior High School Students.*

July 2017 - July 2018

Technical Mentor:

Mayagüez, PR

- Managed two teams of two participants each throughout their one-week 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.

Projects

E-commerce Web Application – *Online hat shop (DB class)*

January 2022 – May 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.

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

August 2022 – December 2022

- Worked closely with two team members to develop a plant caring simulator in Virtual Reality built in Unity.
- 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.