

# Brian Ruiz

832-744-7133 | [www.brianruizy.com](http://www.brianruizy.com) | [brianruiz@protonmail.com](mailto:brianruiz@protonmail.com)  
[github.com/BrianRuizy](https://github.com/BrianRuizy) | [linkedin.com/in/brianruizy](https://www.linkedin.com/in/brianruizy)

## EDUCATION

**Bachelor of Science, Computer science** ..... Expected: Fall, 2020  
*University of Houston - Downtown*  
**Coursework:** Linear Algebra, Calculus, Statistics, Discrete Math, Data Structures and Algorithms, Software Engineering, RDBMS, Technical Writing, Web Programming, Machine Learning.

## SKILLS

**Programming:** Python 3, C, C++, HTML, CSS, JavaScript, R, VB.Net.  
**Technologies:** Django, Flask, NumPy, Pandas, Matplotlib, Plotly, AWS, Azure, Scikit -Learn, TensorFlow, SQL, EC2, S3, Docker, GitHub, Git, Heroku CD, Travis CI, Bootstrap.  
**Soft-Skills:** Fluent in English & Spanish, team-player, adaptable, logical and creative, goal driven.

## PROFESSIONAL EXPERIENCE

**Python Developer** ..... Sep. 2019 - Mar. 2020  
*Consolidated Asset Management Services (CAMS), Houston, TX*

- Integrated and managed AWS EC2 instances, prioritizing scalable Docker continuous-delivery.
- Managed pipeline for acquisition of oil & energy datasets, and preprocessing; all stored on S3.
- Streamlined generation of real-time Python data visualizations for time-series analysis.
- Redesigned UI of Flask web application for an improved UX through mobile responsiveness.
- Coordinated with stakeholders to meet technical requirements of Fortune-500 affiliated projects.

**Summer Camp Coding Instructor** ..... May 2019 - Aug. 2019  
*University of Houston, Education System, Houston, TX*

- Administered project-based learning for internationally accredited summer code camp.
- Taught 60+ students procedural programming with Arduino, principles of Object-Oriented Programming using Python, and, logical game design with GameMaker.

**Field Data Analyst** ..... Feb. 2019 - Mar. 2019  
*Trace (traceup.com), Woodlands, TX*

- Contracted with artificial intelligence company for a national soccer tournament (ECNL).
- Responsible for data acquisition, curating data analytics and visualizations for 300+ athletes.
- Facilitated, managed, and reported data collected from cameras and telemetry devices.

## RELEVANT PROJECTS

**COVID-19 Dashboard** ..... ★<sub>41</sub> 🍷<sub>33</sub>

**Role:** Creator, Lead Developer, Full-stack

*Django, Python, Pandas, Plotly, Heroku CD, Travis CI, SQLite*

- Leading development of open-source analytics-dashboard, allowing anyone to explore the real data.
- Web-scraping live Coronavirus datasets for the creation of interactive maps, plots and tables.
- Dynamic web-app features automated data pulls, and CI/CD for testing and deployment.

**BookOMate | Smart Calendar Booking** ..... ★<sub>12</sub> 🍷<sub>08</sub>

**Role:** Lead Developer(s), Back-end

*Django, Python, ReactJS, PostgreSQL*

- We aim at simplifying peer-to-peer calendar booking, with an intuitive design and lightning functionality.
- Also, OAuth integrations to existing popular calendar apps, and end-to-end encryption
- Working on Django back-end, writing template system and model views, as well as designing UI/UX.

**Bump.IT | Microsoft Smart-Infrastructure Hackathon, Houston TX** ..... ★<sub>05</sub> 🍷<sub>04</sub>

**Role:** Team Developer, Data Engineering

*Python, React, Azure, Computer Vision*

- 1st place winners for application design of road potholes' detection to track locations and severity.
- Potholes cause U.S. motorist about \$3 billion annually, our app can save cities up to \$150 per pothole.
- Developed Logic Apps data pipeline for preprocessing mobile telemetry data, mapping with GeoPy, and automating user notifications; and, helped with Computer Vision to analyze and categorize cases.