Brian Ruiz
Software Developer

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SKILLS

Languages:
Python, C, C++, JavaScript, Java, HTML, CSS, SQL, R

Technologies:
Django, Flask, Flutter, AWS, Azure, Heroku, Docker, API's

Other:
NumPy, Pandas, Maplotlib, Scikit-Learn, TensorFlow, Travis CI, Boostrap, JQuery, Git, GitHub, Linux, UI/UX, Responsive design, Machine learning, Testing, Data visualizations, Algorithms, Data Structures

EDUCATION

Bachelor of Science, Computer science
University of Houston - Downtown
Anticipated: Dec, 2020

ACHIEVEMENTS

Microsoft:
1st place at Hackathon, Smart-Infrastructure
December, 2019

HackerRank:
Python, Algorithms & Data Structures
August, 2020

LANGUAGES

English
Excellent ●●●●●

Spanish
Native ●●●●●

EXPERIENCE

09/2019 - 04/2020
Python
Software Developer
CAMS, Consolidated Asset Management Services llc
Houston, TX
www.brianruizy.com/projects/cams.html

• Developed oil & energy midstream analytics cloud SaaS web-application, provisioned alongside Fortune 500 partners.
• Connected Flask framework with AWS to deploy Docker container(s) onto AWS EC2.
• Implemented data pipeline to web-scrape, preprocess, and clean data frames; then used to create Matplotlib visualizations.
• Redesigned web-app's UI/UX to be cross-platform responsive using Bootstrap 4.
• Effectively communicated with stakeholders, and engineers to meet functional and technical requirements.

05/2019 - 08/2019
Coding Instructor
University of Houston Education System
Houston, TX

• Educated 60+ students via PBL for internationally accredited STEM camp, including kids abroad from Taiwan.
• Taught procedural programming with C for Arduino, principles of object-oriented programming using Java and Python, and, logical design with GameMaker.

02/2019 - 03/2019
Field Data Analyst
Trace AI
Woodlands, TX
www.traceup.com

• Contracted with AI company for a national soccer tournament (ECNL).
• Responsible for data acquisition, which curated analytics for 400+ athletes, and exporting the cloud data-lake.
• Facilitated, managed, and reported the data collected from TraceCam's and GPS telemetry devices (Tracers).

PROJECTS

COVID-19 Dashboard
Django, Plotly.JS, Pandas, Bootstrap 4, Heroku, Travis CI
https://ncov-dashboard.herokuapp.com

• Designed and Developed COVID-19 analytics dashboard, allowing users to explore real-time datasets and statistics.
• Dynamic web-app features automated data scraping, interactive maps and plots, CI / CD, and mobile friendly UI.

Favours-io
Django, REST API, Flutter, PostgreSQL, AWS,
www.github.com/favours-io/favours

• Developing a location-based app, where users post "favours" in exchange for cash.
• Hosted on Linux Ubuntu server with Apache HTTP using Django WSGI, and storing files on scalable AWS S3 buckets.
• Using Flutter to consume REST API for Android.and iOS mobile app development

Bump.IT | Microsoft Hackathon
Azure Logic Apps, React, Computer Vision, Jupyter
www.github.com/BrianRuizy/2019-Microsoft-IoT-hackathon

• Potholes cause U.S. motorists up to $3B a year, our app concepts the initiative to save cities up to $150 per pothole.
• Implemented pipeline for processing of mobile telemetry data, mapping with GeoPy, and automating SMS notifications.
• Helped with training unsupervised ML model to categorize cases and images

REFERENCES

Josh Bryant, CAMS
Director of Engineering
 # available upon request

Rick Knauth, CAMS
VP of Asset Management
 # available upon request

G.V. Krishnan, UH
UH STEM Camp coordinator
 # available upon request

PROJECTS

Twitter NLP Sentiment Analysis
🔗 www.github.com/BrianRuizy/
tweets-sentiment-analysis

• Created a supervised machine learning natural language processing script, which effectively detects expression in typed console text
• Using Tweepy API, you can also find expression of in user's recent tweets

Handwritten Digit Recognition
🔗 www.github.com/BrianRuizy/
handwritten-digit-recognition

• Implemented a machine learning classification model to predict the value of handwritten digits through supervised learning, with up to 95% accuracy.
• Used Scikit-learn, matplotlib, Support Vector Machine model

BookOMate
🔗 www.github.com/Bookomate/
bookomate

• Co-leading development of peer-to-peer calendar booking, which aims at simplifying the process with an intuitive design and functionality.
• Implemented integrations to existing calendar apps, and social media OAuth user authentication.
• Working on back-end models ORM, class-based views, and URL routing.
• Managing limited dev-ops, from Heroku Dyno deployment to Travis CI