

Zaíd Ruíz

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EDUCATION

California Polytechnic State University, San Luis Obispo, CA

Sep 2022 – June 2026

B.S. Computer Science - 3.8 GPA

- **Related Coursework:** Data Structures and Algorithms, Object Oriented Programming, Systems Programming

TECHNICAL EXPERIENCE

ServiceNow, Santa Monica, CA (*Remote*)

Jun 2021 – Aug 2021

Apprenticeship: Java, ServiceNow Developer Tools & Framework

- Selected out of 100 applicants to join 10 other students to partake in a new program sponsored by ServiceNow in collaboration with A Bridge For Kids, a non-profit aimed at providing educational opportunities to low-income students.
- Completed a 12-week program involving weekly meetings with current ServiceNow developers in order to learn how they use ServiceNow's developer tools to create digital workflows for companies such as 7-Eleven and Deloitte.
- Produced a digital workflow that demonstrated my understanding of ServiceNow's developer tools in order to win the first ever ServiceNow Scholars Hackathon.

Cal Poly Prototype Vehicles Laboratory, San Luis Obispo, CA

Oct 2022 – June 2024

Lead UI Dashboard Developer: Java, Android Studio, C

- Design a User Interface for the dashboard of Project Mila, an EV aimed at setting a world record of going 1000+ miles on a single charge.
- Dashboard UI will provide the driver with motor control to drive or reverse, as well as allow the driver to monitor car vitals to prioritize driver safety.
- More Info: <https://www.provelab.org/mila>

LEADERSHIP EXPERIENCE

Associated Student Body | *Secretary*

Mar 2021 – Mar 2022

- Organizing important school events including formal dances (Prom & Homecoming), Spirit Weeks, and school competitions.
- Reached out to local businesses to bring products and services to school and community events.
- Record sensitive information and payments for club and sport activities made during weekly meetings.

FIRST Robotics | *Assembly Crew Co-Lead*

Aug 2019 – May 2020

- Led team of 20+ students to create a semi-autonomous robot capable of shooting balls at targets and hanging itself on bars.
- Collaborated with my team to create parts on CAD software and assemble the robot together using industrial machinery.
- Spearheaded the creation of a new workbench that's easier to move and carried more tools to repair our robot during competitions.

PERSONAL PROJECTS

Discord in UNIX | C, Unix IO, TCP, Makefile, VS Code

- Implemented a text chat program in UNIX that allows communication between users through the terminal.
- One user acts as a server, creating a listening socket on any given port that looks for incoming message requests.
- Another user acts as a client, sending a connection request and waiting for server-side approval before communicating.

MUSH | C, UNIX/LINUX, Pipelining, Multi-Processing, Signal Handling, VS Code

- Minimally Useful Shell (MUSH) mimics the interactive shell functionality found on most Linux-based terminals.
- Supports file redirection (</>), forking child-processes when encountering pipeline commands (|), and SIGINT handling.

Video Game Refactoring Project | Java, IntelliJ

- Refactored a large code base (functional to object oriented) while maintaining the game's functionality.
- Utilized OOP principles to increase usability and privacy (encapsulation, polymorphism, A* Algorithm).

Personal Website | HTML/CSS, JavaScript

- Created to practice my web design skills and lists my education, personal background, and future aspirations.
- Website URL (work in progress): <https://King-Z-101.github.io>

SKILLS & ADDITIONAL INFORMATION

Programming: Python, C, C#, Java, Microsoft SQL Server, Assembly Language, HTML/CSS, JavaScript

Tools: PyCharm, IntelliJ, Visual Studio Code, Android Studio, Visual Studio, Vim, Git

Awards: Class of 2022 Salutatorian, ServiceNow Hackathon Winner, Cal Poly Dean's List, California Boys' State Delegate