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# Nicolas S. Ruiz

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## Objective

Seeking an entry level position as a Production Engineer

## Summary of Qualifications

- Six years of coding experience
  - **Languages** - Java, C, C#, Swift, Python, JavaScript, TypeScript, HTML, Go
  - **Software** - VSCode, GitHub, Slack, VMWare, VirtualBox, AWS, Firebase, Stripe, Docker, DigitalOcean
  - **Operating Systems** - MacOS, Windows, ChromeOS, Ubuntu, Debian, Alpine, Pop!\_OS, CentOS
- Experience in a team-based environment built through fellowship work, volunteer work, and hackathons.
- Effective communication skills developed through past work with organizations.

## Education

The University of Texas at San Antonio

**Graduated: May 2023**

**Bachelor of Science in Computer Science - Cloud & Systems**

Spring 2022 President's List    Spring 2019 & Spring 2021 Honor Roll

### Relevant Coursework:

- |                         |                        |                    |
|-------------------------|------------------------|--------------------|
| • Data Structures       | • Parallel Programming | • Cloud Computing  |
| • Computer Architecture | • Embedded Systems     | • Advanced Systems |
| • Database Systems      | • Data Science         | Programming        |

## Relevant Experience

**Production Engineering Fellow, MLH Fellowship, Meta**

June 2023 – September 2023

*Remote*

- Completed 12-weeks of structured curriculum-based learning covering core Production Engineering topics, supplemented with events/workshops hosted by industry experts
- Created an open-source personal portfolio website template using Python, Flask, Jinja, MySQL, Nginx, and unittest
- Automated testing and deployment workflows using CI/CD
- Set up system and container monitoring, alerting, and visualization using Prometheus and Grafana

**Open-Source Developer, MLH Fellowship, Amazon Web Services (AWS)**

September 2022 – December 2022

*Remote*

- Worked with AWS Maintainers to contribute to the AWS Cloud Development Kit (CDK) repository.
- Learned how to edit the CDK using Typescript and run Yarn tests before submitting pull requests.
- Met with other Fellows and our pod leader multiple times a week to discuss our progress.
- Peer programmed with another Fellow working on the CDK for a couple of pull requests.

## Relevant Projects

**Social Circle, MLH Fellowship Orientation Hackathon**

September 2022

- Created a basic social media web application using React, Firebase, Bootstrap, and Netlify
- Used Firebase Auth to securely create users and manage logins and the Firestore database to store the board posts.
- Designed the front-end looks of the site using CSS and Bootstrap
- Remote hosted the site using Netlify at <https://social-circle.netlify.app>.

**ANGER Applications Solitaire, Application Programming**

Spring 2020

- Created a functioning solitaire application using Eclipse and JavaFx
- Implemented researched algorithms to have the cards behave according to the rules of Solitaire.
- Integrated systems for restarting the game with either the same deck or a new one, choosing card backs, & audio control.
- Went through multiple revisions to fix visual and gameplay bugs.

## Activities

- |  |                         |
|--|-------------------------|
| • CodeQuantum Volunteer, UTSA                        | November 2022           |
| • Rowdy Datathon Participant, UTSA                   | October 2022            |
| • Rowdyhacks VII Technical Coordinator, UTSA         | March 2022              |
| • Rowdyhacks V Participant, UTSA                     | March 2020              |
| • Member of Association of Computing Machinery, UTSA | January 2019 – May 2023 |
| • Member of Japanese Student Association, UTSA       | August 2018 – May 2023  |