
Nicolas S. Ruiz

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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:

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

Experience

Production Engineering Fellow, MLH Fellowship, Meta

June 2023 – September 2023

- 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

- 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.

Projects

RowdE-Books, Software Engineering Course Project

April 2023

- Created a “working” e-book store using **Vite React, Firebase, Bootstrap**, and **Stripe**.
- Used **Firebase Auth** to securely create users and manage logins as well as **Firebase Hosting** and **Cloud Storage**.
- Set up book and admin displays with information fetched from our **Firestore Database**.
- Integrated **Stripe** to handle transactions and designed working download page for successful transactions.

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**.

ANGER Applications Solitaire, Application Programming Course Project

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

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| • 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 |