Nicolas S. Ruiz

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Objective

Seeking an entry level position in the field of computer science focusing on cloud systems and web development

Summary of Qualifications

- Six years of coding experience
    - **Languages** - Java, C, C#, Swift, Python, JavaScript, TypeScript, HTML, Go
    - **Software** - VSCode, Bash, Zsh, GitHub, Slack, VMWare, VirtualBox, Unity, AWS, Firebase, Stripe
    - **Operating Systems** - MacOS, Windows, ChromeOS, Ubuntu, Debian, Alpine, Pop!_OS
- 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   **Expected Graduation: 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
- Computer Architecture
- Database Systems
- Parallel Programming
- Embedded Systems
- Data Science
- Cloud Computing
- Advanced Systems Programming

Relevant Experience

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.

Technical Officer, Association for Computing Machinery   May 2021 – May 2023
UTSA, San Antonio, Texas

- Researched streaming methods and equipment for our meetings which included: camera setup, Streamyard, and audio system.
- Started and monitored streams in-person and remotely.
- Managed our websites and backend services such as EC2, Typeform, Notion, Zapier, Google Admin, and Bitwarden

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