

# Eliseo Nathaniel Ruiz Nowell

Software Engineer | Seattle, WA

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## LINKS

### PORTFOLIO:

<https://ece.uwaterloo.ca/~enruizno/>

### GITHUB:

<https://github.com/NathanielRN>

### LINKEDIN:

<https://www.linkedin.com/in/nathanielruiz/>

## SKILLS

### PROGRAMMING

JavaScript • Java • Python • SQL • C# • C/C++ • Swift • Objective-C

### TECHNOLOGIES

git • AWS • MySQL • Linux • node.js • jupyter • HTML5 • CSS • XML • MatLab

### FRAMEWORKS

numpy • iOS • wpf • Android • Mocha

### LANGUAGES

Spanish (Fluent) • French (Fluent) • Mandarin Chinese (Beginner)

### TECHNICAL

Level 9 RCM Piano Practical Exam with Honours • RCM Advanced Rudiments Theory • AWS Cloud Practitioner Certificate

## INTERESTS

Arduino • Half Marathon Runner • Chinese Calligraphy

## VOLUNTEER

Church App Developer • Worship Team Piano Player • ECE Mentor

## EDUCATION

### UNIVERSITY OF WATERLOO

B.A.Sc. in Computer Engineering  
5x Term Dean's List Recipient  
Expected June 2021 (in 7 Months)

## EXPERIENCE

### Amazon Just Walk Out (JWO) | SDE 2

Aug '22 – Present

Java, Python, CNNs, Computer Vision, DynamoDB, SQL

- › Finished sidecar service to automate new account discovery and provide permissions. 7 teams adopted the service to automate allow-listing during 171 store launches.
- › Led a project to replace a RandomForest Classifier with a NeuralNetwork backend. After release to 171 stores, we saw 68% latency improvement and 25% FP reduction.
- › Reduced store-op costs by 10% by removing overly aggressive DynamoDB locking
- › Used memray to debug allocations and reduce max onprem memory usage by 15%.
- › Implemented complex SQL join queries to eliminate 10 hours/week of business effort

### Amazon AWS X-Ray | SDE 1

June '21 – Aug '22

Python, OpenTelemetry, Java, Go, AWS, X-Ray, Docker

- › Developed [multi-threaded long-running performance tests](#) used in 6 GitHub repos
- › Reworked release CI to support ARM architecture [for popular OTel Lambda Layers](#)
- › Wrote [technical posts](#) post prod launch teaching users advanced telemetry concepts
- › [Merged fixes in OSS library](#) to solve issue in team CI thereby reducing code debt
- › Commended by clients and team for meticulous handling of on-call responsibilities

### Amazon | SOFTWARE ENGINEER INTERN

September '20 – December '20

Python, OpenTelemetry, Java, Go, AWS, X-Ray, Docker

- › Split OTel Python project into Core/Contrib repositories [over 90+ pull requests](#)
- › Released Python package to [make OTel SDK traces compatible](#) with AWS X-Ray
- › Leveraged Docker to [create Sample Apps](#) showcasing OTel and AWS compatibility
- › [Incorporated automated benchmarking](#) tests to OTel Python GitHub Actions workflow
- › Presented POCs to OTel Python SIG stakeholders and internally to Amazon engineers

### Newfront Insurance | FULL STACK INTERN

September '19 – December '19

Typescript, node.js, Heroku, Datadog, Postgres, Salesforce SQL, CricleCI, React

- › Added Auth-N/Auth-Z for all endpoints coupled with redesigned Integration Tests
- › Owned FrontEnd changes using React and node.js to improve Backend performance
- › Ran Salesforce and Postgres SQL queries to quickly repair data integrity issues
- › Quickly learned about Cookie Security to enable SSL validation on all website traffic
- › Built Datadog Metrics Dashboard using tagging to pinpoint node website bottleneck

### Electronic Arts | .NET DEVELOPER INTERN

January '19 – April '19

C#, Python, Visual Studio, Wpf, XAML, C++, Frostbite, Maya

- › Led Audio Mixer Tool UX refactor and optimized C# datasource to UI synchronizer
- › Updated Cinematics Timeline Track with cross-module data synchronizing listeners
- › Individually completed a Level Asset .fbx Exporter for Frostbite Video Game Engine
- › Linked Level Asset Exporter to Maya as UI extension which was praised by artists
- › Wrote C++ Audio Mixer serializer for use in Frostbite Game Pipeline build routine

### Splunk> | iOS + BACKEND DEVELOPER INTERN

May '18 – August '18

Swift, git, XML, Python, CocoaPods, RealmDB, Splunk>, Yarn, twisted

- › Engineered iOS UI Layout "CSS-like" library which improved UI development time
- › Integrated local storage using RealmDB with thread safe async multithreading design
- › Displayed new alerts from Firebase remote notifications using the Observer Pattern
- › Wrote async handlers in Python to process mobile client dashboard favourite requests