

Eliseo Nathaniel Ruiz Nowell

4th Year Computer Engineering Student | University of Waterloo

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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 • Subversion • 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

INTERESTS

Raspberry Pi • PyTorch • Half Marathon Running • Cooking & Baking • Chinese Calligraphy

VOLUNTEER

Church App Developer • Worship Team Piano Player • ECE Mentor

EDUCATION

UNIVERSITY OF WATERLOO

B.A.Sc. in Computer Engineering
4x Term Dean's List Recipient
Expected June 2021 (12 Months)

EXPERIENCE

Andrew Ng's Machine Learning Course | SELF-TAUGHT

December '19

Python, Conda, jupyter notebooks, NumPy, MatLab, Scipy, Coursera

- › Completed 8 Python Assignments in Stanford online ML course with 55M+ Learners
- › Spent 60+ hours developing algorithms to iteratively improve accuracy using Scipy
- › Implemented Logistic Regression, K-means clustering, and Debugging best practices
- › Employed Neural Network Feed Forward/Backwards Propagation to classify images
- › Utilized NumPy and Linear Algebra experience to vectorize slow matrix calculations

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
- › Programmed C++ Audio Mixer serializer for Frostbite Game Pipeline build routine

Splunk> | iOS + BACKEND DEVELOPER INTERN

May '18 – August '18

Swift, Git, XML, Python, CocoaPods, RealmDB, Splunk>, AWS, 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 Python async handlers to process mobile client dashboard favourite requests
- › Combined key-value-store with Splunk> API to serve CRUD requests from clients

YAHOO! | BACKEND DEVELOPER INTERN

September '17 – December '17

node.js, MySQL, express, AWS, Python, YAML, Mocha, Memcached, Swagger

- › Developed node.js CRUD handlers for MySQL database modification and retrieval
- › Created Python file I/O methods to populate .tsv files with series and episode items
- › Used AWS CloudSearch to facet and filterQuery S3 buckets, used Elastic BeanStalk together with SQS to queue automatic async server requests on SSL enabled HTTPS
- › Finished episode stream SQL fetch tool with retries and queries for pagination/limits
- › Introduced asset crawl validation with YAML swagger files and Mocha system tests

RAVE INC. | iOS DEVELOPER INTERN

January '17 – April '17

Swift, Git, Xcode, vim, Objective-C, CocoaPods

- › Worked with Swift database and Objective-C libraries to fix bugs, fix crashes, revamp the UI and optimize performance by considering multi-threading/async requests
- › Excelled using Xcode IDE, iOS SDK, and 3rd party library integration (SDWebImage)
- › Communicated with coworkers to localize the app into 4 different languages
- › Polished Git skills to solve conflicts with vim, ease rebasing, and cherry-pick commits
- › Refactored user flow across all screens as part of collaboration with UX designer