

# Eliseo Nathaniel Ruiz Nowell

Computer Engineering Graduate | 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

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

### TECHNOLOGIES

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

### FRAMEWORKS

numpy • PyTorch • TensorFlow • iOS • wpf • Android • Mocha

### LANGUAGES

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

### TECHNICAL

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

## INTERESTS

Half Marathon Runner • Chinese Calligraphy • Arduino • Tutoring

## VOLUNTEER

Church App Developer • Worship Team Piano Player • ECE Mentor

## EDUCATION

### UNIVERSITY OF WATERLOO

B.A.Sc. in Computer Engineering  
w/ Option in Artificial Intelligence  
Completed June 2021 • CGPA 90%

## EXPERIENCE

### Amazon | SOFTWARE ENGINEER INTERN

September '20 – December '20

Python, OpenTelemetry (OTel), Java, Go, AWS, X-Ray, Docker, GitHub Actions, YAML, bash

- › 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 Sample Apps to create OTel and X-Ray compatibility CI pipeline
- › Incorporated automated performance 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
- › 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