# Eliseo Nathaniel Ruiz Nowell

Computer Engineering | University of Waterloo

Contact: +1-778-883-5778 | enruizno@edu.uwaterloo.ca

#### LINKS

#### **PORTFOLIO:**

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

#### **GITHUB:**

https://github.com/NathanielRN

#### LINKEDIN:

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

### **SKILLS**

#### **PROGRAMMING**

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

#### **TECHNOLOGIES**

git • AWS • MySQL • Unix • node.js • YAML • mongoDB • RealmDB • HTML5 • CSS • Subversion • XML

#### **FRAMEWORKS**

iOS • wpf • Android • Mocha

#### LANGUAGES

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

#### **TECHNICAL**

Level 9 RCM Piano Practical Exam with Honours • RCM Advanced/ Intermediate Rudiments Theory

#### INTERESTS

Half Marathon Runner • Duke of Ed Silver Award • Worship Team Piano Player • Improving Cook

# **VOLUNTEER**

Church App Developer • Resume Critique Volunteer • ECE Mentor

# EDUCATION UNIVERSITY OF WATERLOO

B.A.Sc. in Computer Engineering Winter 18', Fall 19' Term Dean's List Expected June 2021

#### **EXPERIENCE**

#### Electronic Arts | .NET DEVELOPER INTERN

January '19 - April '19

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

- > Led Audio Mixer Tool UX refactor with C# single pass source to UI data 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>, AWS, Yarn, twisted

- > Architected 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 gueue 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

# **PROJECTS**

**COLOR CONQUEST** | SELF-PUBLISHED iOS APP October '17 - December '17 Swift, git, CocoaPods, AdMobs, https://itunes.apple.com/app/id1316312994

- > Ensured consistency using state-machine to synchronize Bluetooth connected devices
- > Handled dynamically changing data gracefully with a responsive and synchronized UX
- > Followed MVC model to isolate application responsibilities and scope of knowledge
- Optimized game end algorithm performance for older devices with slower responses

PRAY4MEBACKEND | SERVER SIDE FOR OWN iOS APP April '17 - June '17 node.js, express, mongoDB, git, https://github.com/NathanielRN/Pray4MeBackend

- > Functional server client on heroku to handle CRUD requests using express module
- > Wrote a driver to extract IDs from Facebook login for mongoDB database indexing
- Added authorization tokens to make JSON verse lookups from www.bibles.org
- > Enabled separate driver to support image attaching to prayers in relational database