

# Eliseo Nathaniel Ruiz Nowell

Computer Engineering | University of Waterloo

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## LINKS

### GITHUB:

<https://github.com/NathanielRN>

### LINKEDIN:

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

### PORTFOLIO:

<http://www.eliseoruiz.life>

## SKILLS

### PROGRAMMING

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

### TECHNOLOGIES

git • Xcode • node.js • vim • MySQL • YAML • Memcached • MongoDB • Android Studio • CocoaPods • HTML • Subversion • Splunk

### FRAMEWORKS

iOS • AWS • Mocha • Android

### LANGUAGES

Spanish (Fluent) • French (Fluent)

### TECHNICAL

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

## INTERESTS

Model United Nations • Half Marathon Runner • Duke of Edinburgh Silver Award

## VOLUNTEER

President of Graduation Committee  
• Free The Children Group

## EDUCATION

### UNIVERSITY OF WATERLOO

B.A.Sc. in Computer Engineering  
Expected June 2021

### BURNSVIEW SECONDARY

Double Dogwood Diploma  
Received June 2016

## EXPERIENCE

### YAHOO! | BACKEND DEVELOPER INTERN

September '17 – December '17

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

- › 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 buckets, used Elastic BeanStalk together with SQS to queue automatic async server requests on SSL enabled HTTPS
- › Finished episode stream SQL fetch tool with retry, query parameters for genre/offset
- › Introduced validation of assets with YAML swagger files and Mocha system/unit 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
- › Mastered 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

### PORTAL HACKATHON | 1st PLACE - WEB FEATURE

October '17

HTML, JavaScript, <https://uwaterloo.ca/student-success/blog/post/hacking-portal-edition>

- › Collaborated on a web-based exam question database application in 9 hours for UW Portal website using JavaScript and HTML
- › Implemented data retrieval, random question generator, and answer hiding

## PROJECTS

### COLOR CONQUEST | SELF-PUBLISHED iOS APP

October '17 - present

Swift, git, CocoaPods, AdMob, <https://itunes.apple.com/app/id1316312994>

- › Designed Bluetooth connected state-machine for communication across devices
- › Researched docs to add tables/collections populated by dynamically changing data
- › Respected Apple's MVC by implementing delegates and protocols as part of POP
- › Considered game end algorithm performance to optimize slower devices response

### 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
- › Included a driver to store by logged in FB id to the incorporated MongoDB database
- › Integrated with authorization tokens to make JSON data request from bibles.org to allow verse lookup and with a separate driver to support image uploading

### PONG | 2 – PLAYER PADDLE GAME

May '16

Python, [http://www.codeskulptor.org/#user43\\_pBHSjwEezlFhJeF.py](http://www.codeskulptor.org/#user43_pBHSjwEezlFhJeF.py)

- › Implemented Coursera course game with score-keeping, ball physics, and custom UI

### WAT 2048 | UW ANDROID APP

May '16 - August '16

Java, Android Studio

- › Processed data received from accelerometer/rotational sensors and ensured appropriate event handlers were called using the Android Studio IDE
- › Replicating the popular mobile game using OOP Java design techniques
- › Implemented team design using Subversion

### STRING LIBRARY | ASCII BASED PROJECT

September '16

C++

- › Constructed from primitive data types using OOP, MinGW compiler, and GDB