

# Eliseo Nathaniel Ruiz Nowell

Computer Engineering | University of Waterloo

Contact: 778-883-5778 | [enruizno@edu.uwaterloo.ca](mailto:enruizno@edu.uwaterloo.ca)

## LINKS

### PORTFOLIO:

<http://www.eliseoruiz.life>

### GITHUB:

<https://github.com/NathanielRN>

### LINKEDIN:

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

## SKILLS

### PROGRAMMING

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

### TECHNOLOGIES

git • AWS • MySQL • express • Unix • node.js • YAML • mongoDB • Swagger • Splunk> • RealmDB • Xcode • Android Studio • HTML • CSS • Subversion • XML

### FRAMEWORKS

iOS • twisted • Mocha • Android

### LANGUAGES

Spanish (Fluent) • French (Fluent)

### 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 • Model United Nations

## VOLUNTEER

Church App Developer • Resume Critique Volunteer • ECE Mentor

## EDUCATION

### UNIVERSITY OF WATERLOO

B.A.Sc. in Computer Engineering  
Winter 2018 Term Dean's List  
Expected June 2021

### BURNSVIEW SECONDARY

French/English Combined Diploma  
Top Scholar of 2016 Class

## EXPERIENCE

### 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 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

## PROJECTS

### COLOR CONQUEST | SELF-PUBLISHED iOS APP

October '17 - December '17

Swift, git, CocoaPods, AdMob, <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

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

September '16

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

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

### 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