

# RICARDO RUIZ



Mexico City, Mexico



[Ricardo Ruiz](#)



[gaanzz11@gmail.com](mailto:gaanzz11@gmail.com)



[gitlab.com/Ricardoengitlab](https://gitlab.com/Ricardoengitlab)



[@Ricardoengithub](#)



Exp grad date: **Jun, 2022**

## PROJECTS

Spring 2021 - Present Mexico City	<b>Professional project / Front-End developer</b> UI for an insurance company where agents can fill all data required for several types of insurances based on their client's needs to get the cost and try to make an offer. React / Redux / Material UI / Team Management	<b>Insurance company project</b>
Winter 2020 Mexico City	<b>Professional project / Full stack developer</b> UI for a real estate company where people can view details and availability of several places for make purchase agreement. All the data updates in real time and the content is modified from a Content Management System(CMS). React / Strapi JS / QGIS	<b>Real Estate project</b>
Autumn 2020 Mexico City	<b>Professional project / Full stack developer</b> This is a client's project on the automation of the processes involved in the realization of a marathon race such as registration, marketing and payment. React / Nextjs	<b>Ultra maratón sierra mixe</b>
Present Mexico City	<b>Personal project / Full stack developer</b> This is a personal project where people can come to learn about programming languages, especially on the web. It also allows people to learn about curious things that programming languages have inside them in order to motivate people to learn. React / Gatsby / GraphQL	<b>Firgun</b>
Summer 2018 Mexico City	<b>Personal project / Full stack developer</b> Mobile application for Android to help teachers and students to know if a number is prime or not, also the app can give you the list of prime numbers in a range and calculate the Euler's totient function. Flutter / Dart	<b>Copnap</b>

## EDUCATION

2017- 2022 Mexico City	<b>BS in Computer Science</b> Relevant Coursework: Automata Theory, Computer Architecture, Algorithm Analysis, Artificial Intelligence, Software Engineering, Operating Systems, Data Structures, Relational Databases, Distributed Computing, Geographic Information Systems GPA: 81	<b>UNAM, Faculty of Science</b>
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## TECHNICAL SKILLS

4 years	<b>Python, Java, HTML, CSS, Haskell</b>
3 years	<b>Javascript, Flutter, Dart, Oracle SQL, React</b>
2 years	<b>C#, Unity, Racket, C, Django</b>
1 year	<b>Gatsby, GraphQL, Redux</b>
6 months	<b>Nextjs, Golang, Strapi CMS</b>

## WORKFLOW

**Mac OS, Linux, Windows, VS Code, Gitlab, Netlify, Figma**

## LANGUAGES

**Spanish** - native  
**English** - proficient  
**French** - limited  
**Portuguese** - limited

## HOBBIES

I love to try new technologies that help me to improve my productivity and create awesome things with them. I like playing video and board games with my friends, especially Rocket League and Chess.

## INTERESTS

Augmented reality / Machine Learning / Data Science / Computer Graphics / Open Source / UI / Cryptography / Concurrent systems / UX / Data Mining / Computer hardware / Graphic Design