

RICARDO RUIZ



Mexico City, Mexico
firgun.me/author
gaanzz11@gmail.com



gitlab.com/Ricardoengitlab
@Ricardoentuitier
Exp grad date: **Jun, 2021**

PROJECTS

Currently
Mexico City

Full stack developer

Ultra maratón sierra mixe

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

Present
Mexico City

Full stack developer

Firgun

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

Present
Mexico City

Full stack developer

The Art of Design

This is a personal project where I investigate the design of things or places in order to show the details that hide in their design and in the experience of use and thus be able to better understand the process of creating an object and how it interacts with people

React / Gatsby / GraphQL

Autumn 2019
Mexico City

Back-end developer

Othello Game IA

Game application to simulate the behavior of an artificial intelligence capable of play the Othello game and choose the best move depending on the level of difficulty chosen.

Processing / Java

Summer 2018
Mexico City

Full stack developer

Copnap

Mobile application for Android OS 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

EDUCATION

2017- 2021
Mexico City

BS in Computer Science

UNAM, Faculty of Science

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

TECHNICAL SKILLS

3 years
2 years
1 year
6 months
2 months
Currently

Python, Java
HTML, CSS, Haskell
Javascript, Flutter, Dart, Oracle SQL
C#, Unity, Racket
C, Django, Assembly, React
Nextjs, Gatsby, GraphQL, Go

WORKFLOW

Mac OS, Linux, VS Code, Gitlab, Netlify

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