RICARDO RUIZ

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Exp grad date: **Jun, 2021**

PROJECTS

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
```

Present 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
```

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	**Python, Java**
2 years	**HTML, CSS, Haskell**
1 year	**Javascript, Flutter, Dart, Oracle SQL**
6 months	**C#, Unity, Racket**
2 months	**C, Django, Assembly, React**
Currently	**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
```