







RICARDO RUIZ

 Mexico City, Mexico
 ricardoengitlab.gitlab.io
 gaanzz11@gmail.com

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

PROJECTS

Summer 2019 Mexico City	Full stack developer Web applications to complete freecodecamp.org curriculum and get "Responsive Web Design" and "Javascript Algorithms And Data Structures" certifications. HTML / CSS / Javascript	Personal project
Summer 2018 Mexico City	Full stack developer 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	Personal project
Summer 2019 Mexico City	Back-end developer Desktop application to simulate the behavior of a drone in a city exploring the environment and capable of charging battery when needed. Unity / C#	School project
Autumn 2019 Mexico City	Back-end developer Game application to simulate the behavior of an artificial intelligence capable of playing the Othello game and choose the best move depending on the level of difficulty chosen. Processing / Java	School project
Present Mexico City	Full stack developer Web application to help students register for events organized by the different faculties at UNAM and allow organizers to manage the event more easily. Python & Django / PostgreSQL / HTML / CSS	School project

EDUCATION

2017- 2021 Mexico City	BS in Computer 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	UNAM, Faculty of Science
---------------------------	---	---------------------------------

TECHNICAL SKILLS

3 years	Python, Java
2 years	HTML, CSS, Haskell
1 year	Flutter, Dart
6 months	PostgreSQL, Oracle SQL Developer, Javascript
2 months	C#, Unity
Currently	C, Django, Assembly language, React native

WORKFLOW

Arch Linux, Android Studio, Git, iPadOS, LaTeX, Visual Studio Code, i3, Gnome

LANGUAGES

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

HOBBIES

I love to try new apps that help me to improve my productivity and create awesome things with them. I like playing video and board games with my friends, also I like making pc builds.

INTERESTS

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