Zachary R. Ruiz
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Website: https://sterberino.github.io/

Education

Bachelors of Science, Computer Engineering, University of California, Riverside, 2023.

El Cerrito High School, El Cerrito, 2013.

Job History:

- **Software Engineer Intern, UCR Brain Game Center, August 2022-Present**
  Employer contact: david.clamage@ucr.edu
  Developed a port of the Matching to Sample test from the Automated Neuropsychological Assessment Metrics (ANAM) for the Unity game engine using C#. Integrated eye tracking capabilities for use in psychological tests developed with Unity and C# using the Tobii Pro Software Developer Kit (SDK) for Unity.

- **Security officer, Securitas Security Services, April 2016- September 2021**
  Employer contact: (916)569-4511
  During my tenure at Securitas, I worked at a diverse set of sites, including high-rise reception, retail, city owned complexes, warehouses and more. During this period I also worked in a supervisory capacity for a group of sites in the downtown Sacramento area. This position required training officers for these positions, fielding calls to provide customer assistance, and assisting subordinate officers with conflict de-escalation.

Relevant Projects:

-Procedural Generation Suite: Coded in C# using Unity's multithreaded Jobs framework and Burst Compiler. Github: https://github.com/Sterberino/Procedural-Generation-Suite

-Unity RPG Project: A large open world project written with C#, using the Unity game engine. Github: https://github.com/Sterberino/RPG-Project-Public

-Portfolio Site: A website created from scratch using HTML, CSS, and Javascript. Github: https://github.com/Sterberino/Sterberino.github.io

Skills: Proficient in HTML, CSS, and Javascript, C++, C#, and Unity Game Engine. Proficient with Cmake, VIM, Git, and Github use and comfortable working in a linux environment.