Zachary Ruiz

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https://sterberino.github.io/

EDUCATION

Bachelors of Science in Computer Engineering
University of California, Riverside · Riverside, CA · 2024

EXPERIENCE

Software Engineer Intern
UCR Brain Game Center   **August 2022 - Present, Riverside, CA**
· Developed eye tracking tools for cognitive research using C# and the Tobii pro SDK.
· Developed eye tracking tools for cognitive research using C# and the Meta Quest pro SDK.
· Developed JSON logging scripts for research data using C# and JSON Lite.

PROJECTS

Bored Ape Escape
May 2023 -July 2023
· Developed a full stack eCommerce website with Express.js serving a REST API with React as a frontend.
· Utilized Stripe API for mock payment processing.
· Hosted PostgreSQL database using AWS.

Fitness Buddy
March 2023 - April 2023
· Developed a full stack fitness tracker web application with node and Express serving a REST API with React as a front end.
· Implemented security features such as JSON Web Tokens, password hashing using bcrypt, and rate limiters.
· Hosted MongoDB database using Mongo Atlas.

Procedural Generation Suite
December 2022 - January 2023
· Developed Simplex Noise image generator using Unity's burst compiled jobs system.
· Developed a procedural island image generator using multiple Simplex Noise textures and image filtering techniques (bilateral filter, contrast adjustment, brightness adjustment).
· Developed world generation scripts using island texture generator as input.

SKILLS

JavaScript, React, HTML, CSS, Express, PostgreSQL, MongoDB, C++, C#, node, Unity, Git, Github, Postman