Zachary Ruiz

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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**

· 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

C++, C#, MongoDB, JavaScript, HTML, CSS, PostgreSQL, React, node, Express, Unity3D, Git, Github, Postman