

Aribel Ruiz

SOFTWARE ENGINEER

✉ aribelr1@gmail.com
in linkedin.com/in/aribel-ruiz/
🐙 github.com/aribelruiz
🌐 https://aribelruiz.github.io/

WORK EXPERIENCE

UCF – Undergraduate Learning Assistant

Jan 2021 – Dec 2021 | Orlando, FL

- Ensured a safe and engaging environment where students feel comfortable asking questions during and after lectures
- Interpreted student programming assignments of varying skill levels quickly and efficiently during office hours
- Assisted students in resolving technical/logical errors in their code
- Organized learning sessions to reinforce course material and increase the overall grade of the class

PROJECTS

Brain Beats Version 4 – Lead Front-End Engineer

Aug 2022 – May 2023 | Orlando, FL

- Social web application built for converting brain activity into music
- Modularized and refactored 9000+ lines of legacy code written in JavaScript and converted codebase to TypeScript
- Worked alongside backend developers to integrate new features through external API endpoints and update internal API system
- Contributed to 90% of frontend components and 95% of UI/UX within an agile environment in response to sponsor feedback

Text Analyzer – Java Developer

Feb 2023 – Apr 2023 | Orlando, FL

- Multi-threaded text analyzer that filters large text for context
- Implemented Parser threads that returned a ConcurrentHashMap with each unique word mapped to its count in the text file
- Designed Analyzer threads to collect data and identify text themes
- Collaborated with other developers to resolve race conditions and present project implementation/evaluation

Long Live Decay – Software Engineer

Jan 2022 – May 2022 | Orlando, FL

- 2.5D Action/Adventure Video Game for PC built in C# and Unity
- Programmed and enhanced Enemy AI/Decay System through state machines and path finding in response to Beta testing
- Developed player inventory UI and state management
- Implemented animation, interactable elements, and sound
- Collaborated with other developers to find solutions to problems that arose in our application

EDUCATION

University of Central Florida (UCF)

- BS in Computer Science
- Minor in Secure Computing and Networks (SCAN)
- August 2019 – May 2023

SKILLS

Languages – JavaScript, TypeScript, Java, C, C#, C++, HTML5, CSS3, SASS, English & Spanish

Tools – React, Node, Express, MySQL, Unity, Git Hub, Visual Studio Code, Postman, Figma, Bootstrap, Flexbox, Notion, Jira, Linux OS, Adobe Photoshop & Illustrator, Microsoft365

RELATED COURSES

- Object-Oriented Programming
- AI for Game Programming
- Concept of Parallel and Distributed Processing
- Processes for Object-Oriented Software Development
- Discrete Computational Structures
- Physics I + Physics II

AWARDS

- Spring 2022 UCF AI for Game Programming:
Best Technical Award
- Hispanic Scholarship Fund (HSF) Alumni
- 2019 Scholastics Art and Writing Regional Honorable Mention for Video Game
- 2017 National Center for Women & Technology Certificate of Distinction