

Daniel Ruiz

(AR/VR) Developer

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## PORTFOLIO, PROFILES

- <https://dahrule.github.io/my-portfolio/>
- <https://www.linkedin.com/in/daniel-ruiz-leyva-vr/>

## PROFESSIONAL SUMMARY

I am a motivated XR developer with 2 years of experience using Unity3D. I have a particular focus on implementing novel user interactions in VR, and strong skills in C# programming, with a focus on following SOLID principles and applying game design patterns. I also have data analysis skills, Raspberry Pi, Lens Studio, machine learning, and basic web dev. As a VR enthusiast, I am constantly seeking out new challenges and opportunities to apply my skills and passion.

## WORK HISTORY

**Lethbridge College.** Lethbridge, AB

*VR Research Assistant- CARIE | 07/2022 – 07/2023*

- I took the role of programmer in a team of 4 people.
- Demonstrated a high level of initiative and creativity while tackling Unity/C# programming tasks.
- Demonstrated creativity and resourcefulness through the development of innovative solutions.
- Passionate about learning and committed to continual improvement.

**Comision Forestal del Estado de Michoacan COFOM.** Morelia, Mexico

*Forestry Data Analyst | 04/2015 – 07/2016*

- Improved data accuracy and efficiency by developing and maintaining a Microsoft Access database, replacing multiple Excel sheets.
- Analyzed forestry-related data using R and Excel to inform decision-making.
- Presented data analysis findings to stakeholders and contributed to data-driven decision-making.
- Occasionally performed forestry technician fieldwork to support reforestation events and management strategies.
- *Publication: Alvarado D. L., Andrade S.D., Garibay G. G.A., Ruiz L. D., M.Y. Torres L. y F. Vázquez Carmona. 2015. Inventario Estatal Forestal y de Suelos Michoacán 2014. Comisión Forestal del Estado de Michoacán. (COFOM) Morelia, Michoacán, México. 687 pp.*

## LANGUAGES

- English- fluent
- Spanish- mother tongue
- French- intermediate

## SKILLS

- Problem solving
- Creative thinking
- C# programming, OOP
- Unity 3D/ shader graph
- Virtual/Augmented reality
- Blender
- Python
- Raspberry Pi
- Data analysis
- Git
- Agile

## EDUCATION

**Centennial College**

Scarborough, ON

Expected in 08/2023

Postgraduate Certificate: IoT-System Integration & Architecture

**Lethbridge College**

Lethbridge, AB

06/2022

Graduate Certificate: Virtual & Augmented Reality

Graduation Dean's List, 2022

**University of Nottingham**

Nottingham, UK

12/2017

Master of Science: Computer Science

MSc by coursework

- Dissertation: Qualitative evaluation of interaction techniques for a virtual underwater environment for simulation of scuba diving training and experiences (2017).
- Postgraduate Scholarships Abroad, 2016 from CONACYT-Mexico

**UMSNH**

Morelia, Mexico

08/2015

Bachelor of Science: Biology

- Thesis: Vertical profile of air temperature and relative humidity within a pine-oak forest in the southern Cuitzeo Basin (2015).