Gabriel D. Lopez Ruiz

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EDUCATION

Holberton School, *Software Engineering School*   San Juan, Puerto Rico
Software Engineer – Foundations   September 2021 - present
- I am in the last month from a 9-month program focused on the foundations of computer science and software engineering, including low-level programming & algorithms, high-level programming & databases, and system engineering & networking
- Relevant Projects: AirBnB Clone, Not So Simple Shell, printf, and Search Algorithm among others

WORK EXPERIENCE

Geodesic Energy   Remote, Puerto Rico
Jr. Programmer   01/2020 to 04/2020
- Reviewed and modified unit and integration tests to improve software quality and reliability.
- Coordinated with project managers to meet development timelines and plan testing.

Planet Fitness   Caguas, Puerto Rico
Assistant Manager   06/2016 to 10/2018
- Delegated daily tasks to team members to optimize group productivity.
- Collaborated with the store manager to develop strategies for achieving sales and profit goals.
- Maintained inventory accuracy by counting stock-on-hand and reconciling discrepancies.
- Completed inventory audits to identify losses and project demand.
- Monitored cash drawers in multiple checkout stations to verify adequate cash supply.
- Assisted supervisor in evaluating employee performance and cultivating improvement initiatives.

HOLBERTON PROJECTS

AirBnB Clone   March, 2022
Built an AirBnB replica using Python, MySQL, HTML, CSS, JavaScript and Flask on a Nginx Server
- Wrote a CRUD command interpreter with two options for back-end storage engines; ORM with SQL or File System with JSON
- Developed Fabric scripts for configuring and deploying a load balancer with multiple application servers enabling new server configuration, automatic versioning, and deployment to ensure zero down-time in the event of a catastrophic failure, and optimized latency during normal operations
- Collaborated with different students at each stage of development, assigned tasks coordinated tasks and times for meeting and working together

Simple_Shell built in C   December, 2021
- Designed and developed a shell with system calls, and zero memory leaks that could accept input from multiple commands
- Created a flowchart detailing the execution process, and presented in a mock interview to lead instructor

PERSONAL PROJECTS

Galaxy Shooter built in C# with Unity   April, 2020
- Created a full playable game for android with Unity, that includes 2D assets, animation, c# scripts, sound, UI and full deployment in google play store

SKILLS & INTERESTS

Languages: C, C#, Python, Bash, MySQL, JavaScript
Tools: Git, Vim, Shell, Vagrant, VirtualBox, Linux, Valgrind, Unity, Nginx, Puppet, Fabric, VS Code
Skills: Problem solving, self-development, autodidacticism, debugging, troubleshooting, memory management