

# Gabriel D. Lopez Ruiz

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[Github](#) / [Linkedin](#)

## EDUCATION

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### Holberton School, *Software Engineering School*

San Juan, Puerto Rico

Software Engineer – Foundations

September 2021 - July 2022

- Graduated from a 9-month program focused on the foundations of computer science and software engineering, including low-level programming & algorithms, high-level programming & databases.
- Relevant Projects: AirBnB Clone, Not So Simple Shell, printf, and Search Algorithm among others.

## WORK EXPERIENCE

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### 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

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### [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 the lead instructor.

## PERSONAL PROJECTS

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### [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.

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## SKILLS & INTERESTS

**Languages:** Spanish (Native Speaking) & English (Fluent).

**Programming Languages:** C, C#, Python, Bash, MySQL, JavaScript.

**Tools:** Git, Vim, Shell, Vagrant, VirtualBox, Linux, Valgrind, Unity, Nginx, Puppet, VS Code, MongoDB.

**Skills:** Problem solving, self-development, autodidacticism, debugging, troubleshooting, memory management.