# Gabriel D. Lopez Ruiz

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Github / Linkedin

## EDUCATION

**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

**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