

Marco Ruiz Jr

Full Stack Software Engineer

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I am a Full-stack engineer actively exercising my passion for solving complex problems in a coding bootcamp. My experience as both a coding bootcamp student and college student has equipped me with proficient time management skills as well as the ability to break down complex tasks into manageable components. I believe presenting simple solutions is key to enhancing communication and addressing challenges.

SKILLS

- **Languages:** JavaScript, Python3, Arduino, MATLAB
- **Frameworks and Libraries:** Node.js/Express, Mongoose, Django, ROS
- **Database:** MongoDB, PostgreSQL
- **Tools/Other:** HTML, CSS, Git, GitHub, RESTful APIs, MEN stack

EXPERIENCE/PROJECTS

Software Engineering Immersive Fellow | General Assembly | Remote | 12/2022 – Current

- Dedicating 50+ hr/wks to completing a full time, intensive coding bootcamp
- Gained practical hands-on experience in multiple languages, frameworks, and databases
- Project-based learning and collaboration with a diverse group of peers, allowing me to develop and apply my coding skills to relevant situations.

Little Learners | [View](#) | 12/2022 – Current

- Led a three person team in the development of a web-based application for managing preschool activities and student progress using Python and Django
- Designed for use by both guardians and teachers, allowing for seamless communication and collaboration in the child's growth
- Implemented user authentication and authorization to restrict access to certain features
- Tested the application and fixed issues to ensure functionality and user experience

Code Universe | [View](#) | 02/2023

- A full-stack CRUD application using Node.JS, Express, MongoDB, and Mongoose.
- Designed a platform for developers to connect, share knowledge, and work together on projects or competitions.
- Imported API's to help developers stay updated on upcoming competitions
- Ultimately promoting innovation and productivity in the field of software development

Texas Hold'em Poker | [View](#) | 01/2023

- Developed a web-based application designed to help players learn the rules/rankings required for the game
- Implemented game logic and betting to provide an interactive platform for users to practice their poker skills
- Utilized HTML, CSS, and Vanilla JS to build the front-end user interface to create a seamless experience

CAESARR Software Team | 08/2021 - 05/2022

- Contributed to the development of software for an autonomous search and rescue rover using SLAM, ROS, and Python.
- Conducted research on depth cameras and integrated the technology into 2D/3D mapping
- Tested and debugged the code to ensure the software operated reliably in real world scenarios

EDUCATION

California State University, Northridge

B.S. Mechanical Engineering | 2022

General Assembly

Software Engineering Immersive | 2023