Ricardo Cruz

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EDUCATION

The University of Calgary   **Calgary, AB**
BSc in Computer Science (3.63 GPA)   **Graduated:** June, 2023
- Relevant Coursework: Data Structures, Designs and Analysis of Algorithms, Principles of Operating Systems, Data Base Management Systems, Computer Networks, Computability, Computer Logic.
- Honours: **Distinction** Student, **Deans List** Student, Jason Lang **Scholarship Holder**.

EXPERIENCE

ATB Financial   **Calgary, AB**
Software Developer Intern   September 2022 – April 2023
- Implemented self serve page that scaled to over 30,000 users, improving user efficiency by 81%.
- Programmed a Q&A chat bot to be incorporated into Google Chats to assist over 5,000 employees.
- Built a request portal for 7,000 users, reducing ticket resolution time by 86%.
- Designed calendar website to extract data from Google Sheets to aid 12+ teams in effortlessly managing on-call schedules through Firebase.
- **Technologies used:** React.js, Express.js, MongoDB, Python, Firebase.

ATB Financial   **Calgary, AB**
DevOps Intern   May 2022 - September 2022
- Successfully managed multiple GKE Cluster upgrades, ensuring smooth and uninterrupted operation of the application while implementing the latest features, security patches and performance improvements.
- Created bash scripts to automate various development, deployment and backup operations in GCP.
- Implemented automated CI/CD Pipelines for deploying updated applications, significantly lowering deployment time by several minutes.
- Utilized Docker containers to generate different images for various VM environments.
- **Technologies used:** Google Cloud Platform, Google Kubernetes Engine, Docker, Terraform, Gitlab CI/CD.

PROJECTS

LinkedIn Clone (JavaScript)   March, 2023
- Created a responsive front-end design for LinkedIn using Material UI.
- Integrated Firebase's back-end functionality API to develop user profiles.
- Enhanced security through email and password authentication for the landing page via Firebase Console.
- Implemented real time post threads using React Hooks for refreshing website snapshots.
- Resolved prop drilling issues by introducing Redux for seamless data payload flow management.
- Established connection to Firebase Hosting enabling concurrent usage by multiple users.

Spotify Web App (JavaScript)   February, 2023
- Analyzed Spotify Web App to clone and develop a responsive front-end design with Material UI.
- Made user authentication available via the Spotify API, enabling retrieval of user information such as name, display picture, playlist names and complete song lists within each playlist.
- Established a data layer utilizing the React Context API for state management across multiple components.
- Leveraged the functionality of React Hooks, including UseState() and UseEffect().

Chat Web App (JavaScript)   January, 2022
- Built real time web chat app utilizing Express.js and Node.js as the back-end server framework.
- Integrated socket.io for seamless bi-directional communication between users in the same room, enabling instant messaging and dynamic color updates.
- Included captivating landing page featuring interactive input fields to enter username and customization for user's message RGB color scheme, making each profile unique.

Frogger Game (C++)   May, 2021
- With a partner, a frogger game was designed and developed averaging 30 FPS for a Linux OS.
- Implemented with C++ and ArmV8 Assembly Language, using Raspberry Pi 4 and SNES controller.
- Game logic and graphics were displayed for future CPSC 359 classes.

SKILLS

- **Languages:** JavaScript, Typescript, Java, Python, C, C++, C#, HTML, CSS.
- **Technologies:** Firebase, MongoDB, Docker, Google Cloud Platform, Google Kubernetes Engine, Terraform.
- **Frameworks:** React.js, Next.js, Node.js, Express.js, JUnit5, Spring, Gatsby.
- **Version Control Systems/Continuous Integration Tools:** Git, Github, Gitlab CI/CD, Yaml, Visual Studio Code.