

# Xavier Ruyle

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## EDUCATION

### University of Kansas

Lawrence, KS

*Bachelor of Science in Computer Science, GPA: 3.95*

*Aug. 2022 – Dec. 2025*

- Relevant Coursework: Data Structures and Algorithms, Artificial Intelligence, Software Engineering, Programming Paradigms, Embedded Systems, Discrete Structures, Linear Algebra, Probability and Statistics

## EXPERIENCE

### Web Development Intern

Sep. 2023 – Sep. 2024

*National Association of Insurance Commissioners*

*Kansas City, MO*

- Developed a Retrieval-Augmented Generator, utilizing Ollama to query through hundreds of company documents.
- Collaborated with the Communications department in order to implement website revisions using Drupal.
- Deployed front end code changes to the production environment for several NAIC websites using AWS.
- Maintained and designed Drupal components to enhance website functionality and user experience.
- Managed project tasks and collaborated with team members using Jira, adhering to Agile methodologies.

### Information Technology Intern

Jun. 2022 – Aug. 2022

*Americo Financial Life and Annuity*

*Kansas City, MO*

- Collaborated with two other IT interns to decommission hardware across four floors of an office building.
- Imaged and deployed computers to associates in several departments, showing expertise in imaging and cross department communication
- Utilized WSUS, Active Directory, and Microsoft Endpoint Configuration Manager during imaging process.
- Developed automation scripts to streamline imaging workflows.
- Managed and administered the Netwrix software for auditing servers.

## PROJECTS

### 3D Graphics Voxel Engine | C++, OpenGL, GLSL

Apr. 2023 – Jul. 2023

- Designed an efficient graphics engine capable of rendering millions of voxels generated using Perlin Noise.
- Engineered a meshing algorithm with voxel face culling and optimized several algorithms using std::async multi-threading.
- Implemented ambient occlusion and constructed a model loading system using the hapPLY open-source PLY parser.

### Bandcamp MP3 Downloader | Python, Mutagen, YTMusicAPI

Apr. 2022 – Jul. 2022

- Provided a command line app for downloading and uploading songs with correct metadata from bandcamp.
- Utilized the open source module Mutagen to handle mp3 metadata.
- Automatized the process of uploading to YT Music by integrating the open source API ytmusicapi.

### Arithmetic Calculator | C, C++

Aug. 2024 – Dec. 2024

- Cooperated with a team of four Computer Science students to develop a fully functional arithmetic calculator.
- Proposed and advocated for the implementation of the Shunting Yard algorithm, which was subsequently adopted in the project.
- Spearheaded team development efforts, giving task assignments based on strengths, and ensuring adherence to coding standards.

### Bible Indexer | HTML, CSS, Javascript, JSON

Aug. 2023 – Aug. 2023

- Utilized an open source repository containing biblical commentary in SQL, letting the user query commentary.
- Implemented an interface which allows the user to interact with passages to visually see the info from a given query.

## TECHNICAL SKILLS

**Languages:** Python, C++, C, Javascript, GLSL, PHP, Haskell

**Web:** AWS, React, Django, Flask, Drupal, Javascript, PHP, CSS, HTML, Beautiful Soup, Selenium

**AI:** Ollama, Llama3, ChromaDB, Langchain

**IT:** Powershell, Digital Imaging, Decommissioning, SQL, WSUS, Active Directory, Microsoft Endpoint Config Manager

**Other:** Jira, Slack, Regex, GIT, Bash, Ubuntu, L<sup>A</sup>T<sub>E</sub>X, JSON, VHDL, Pygame, Raylib, OpenGL, Agile