Xavier X. Ruyle

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Education

University of Kansas *Lawrence, KS*
BACHELOR OF SCIENCE IN COMPUTER SCIENCE *Anticipated Graduation 2025*

- GPA: 4.0

Work Experience

National Association of Insurance Commissioners *Kansas City, MO*
WEB DEVELOPMENT INTERN *Aug. 2023 - Present*

- Collaborated with the Communications department in order to verify and implement website revisions using Drupal.
- Deployed front end code changes and enhancements to the production environment for several NAIC websites using AWS.
- Developed and maintained Drupal components to enhance website functionality and user experience.
- Followed Agile development methodologies, utilizing Jira to manage tasks, prioritize work, and track project progress.

Americo Financial Life and Annuity *Kansas City, MO*
IT INTERN *Jun. 2022 - Aug. 2022*

- Collaborated with IT team to decommission hardware across 4 floors of an office building.
- Imaged and deployed computers to associates in multiple departments, showing expertise in computer imaging and cross department communication.
- Utilized WSUS, Active Directory, and Microsoft Endpoint Configuration Manager during imaging process.
- Developed automation scripts to streamline imaging workflows, improving imagine time by 70%.
- Managed and administered the Netwrix software for auditing servers.

Projects

3D Graphics Voxel Engine *Source Code - Website*
C++, OPENGL, GLSL *April 2023 - July 2023*

- Designed an efficient graphics engine that can render millions of voxels.
- Utilized Perlin Noise to generate infinite terrain and subterranean caves.
- Implemented a meshing algorithm where voxel faces not surrounded by air are culled.
- Optimized several algorithms with multi-threading using std::async.
- Engineered an ambient occlusion implementation specific to voxel space.
- Constructed a model loading system using an open source ply parser known as hapPLY.

Bandcamp MP3 Download *Source Code*
PYTHON, MUTAGEN, YTMUSICAPI *April 2022 - July 2022*

- Provided a command line application for downloading and uploading songs with correct metadata from bandcamp.
- Utilized the open source module Mutagen to handle audio metadata once an mp3 is downloaded.
- Automatized the process of uploading to YT Music by implementing the open source API ytmusicapi.

Arithmetic Calculator *Source Code*
C, C++ *August 2024 - December 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.

Isidore-Bib *Source Code - Website*
HTML, CSS, JAVASCRIPT, JSON *Aug 2023 - Aug 2023*

- Utilized an open source repository containing biblical commentary in SQL format, 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.

Skills

Programming Languages	Python, C++, C, Javascript, GLSL, PHP, Haskell
Web Experience	AWS, React, Django, Flask, Drupal, JavaScript, Python, PHP, CSS, HTML, Beautiful Soup, Selenium
IT Experience	Powershell, Digital Imaging, Decommissioning, SQL, WSUS, Active Directory, Microsoft Endpoint Configuration Manager
Other Skills	Critical Thinking, Team Leadership, Project Planning, Jira, Slack, Regular Expressions, GIT, Documentation, Bash, Ubuntu, JSON, VHDL, Pygame, Raylib, OpenGL, Agile, Scrum