Xavier Ruyle

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EDUCATION

University of Kansas   Lawrence, KS
B.S 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*
- Collaborated with the Communications department in order to implement 1000+ website revisions using Drupal.
- Deployed front end code changes to the production environment for 3 NAIC websites using AWS.
- Maintained and redesigned 5 new pages to enhance website functionality and user experience.
- Developed a Retrieval-Augmented Generator, utilizing Ollama to query through hundreds of company documents.
- 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, providing a 100% increase in productivity.
- 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.

Book Search Webapp | *Javascript, React, HTML, CSS*   Jul. 2024 – Aug. 2024
- Developed a front end book shopping webapp made with React
- Utilizes the Google Books API to fetch book data that the user requests.

TECHNICAL SKILLS

Languages: Python, C++, C, C#, Javascript, GLSL, PHP, Haskell
Web: ASP.NET Core, MVC, AWS, React, Django, Flask, Drupal, Javascript, PHP, CSS, HTML, Beautiful Soup, Selenium
Other: Jira, Slack, Regex, GIT, Bash, Ubuntu, LaTeX, JSON, VHDL, Pygame, Raylib, OpenGL, Ollama, Llama3, ChromaDB, Langchain, Agile