

Xavier Ruyle

913-579-0103 | xxruyle@gmail.com | [linkedin.com/in/xavierruyle](https://www.linkedin.com/in/xavierruyle) | github.com/xxruyle

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.

Game Cataloger | C#, ASP.NET, CRUD, REST API

Jul. 2024 – Aug. 2024

- Developed a game cataloging web application using ASP.NET Core.
- Integrated Restful APIs, allowing the user to obtain, update, and create information in the database with Entity Framework.

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, L^AT_EX, JSON, VHDL, Pygame, Raylib, OpenGL, Ollama, Llama3, ChromaDB, Langchain, Agile