Xavier X. Ruyle

913-579-0103 | xxruyle@gmail.com | xxruyle.github.io/xxruyle.xyz/ | xxruyle | XavierRuyle

Education

University of Kansas *Lawrence, KS*
B.S. in Computer Science *Sept 2021 - Present*

- GPA: 4.0

Work Experience

National Association of Insurance Commissioners *Kansas City, MO*
Web Development Intern *Aug. 2023 - Present*

- Collaborated with the Communications department and other cross-functional teams to implement website changes using Drupal.
- Deployed code updates and enhancements to the production environment using FileZilla.
- Developed and maintained Drupal components to enhance website functionality and user experience.
- Employed 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, exhibiting familiarity with powershell and programming skills.
- 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 engine which is able to render tens of millions of voxel cubes.
- 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 by multithreading 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 mp3 is downloaded.
- Automatized the process of uploading to YT Music by implementing the open source API ytmusicapi.

Todo List *Source Code - Website*
HTML, CSS, Javascript *July 2023 - July 2023*

- Coded a basic todo list visualized through html and css and functionality using Javascript.
- Implemented data storage by using the Web Storage API which allows the user to save their todo list data.

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

- Created a web app which allows the user to query the Bible.
- Utilized an open source repository containing biblical commentary in SQL format, letting the user query commentary.
- Implemented a smart regex input system.

Skills

Programming Languages	Python, C++, C, Javascript, GLSL, PHP, Haskell
Web Experience	React, Django, Flask, 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, OpenGL