Xavier Ruyle

913-579-0103 | xxruyle@gmail.com | linkedin.com/in/xavierruyle | github.com/xxruyle

EDUCATION

University of Kansas <div align="right">Lawrence, KS</div>

B.S Computer Science, GPA: 3.96 <div align="right">*Dec 2025 (Expected)*</div>

- Relevant Coursework: Operating Systems, Computer Architecture, Communications Networks, Artificial Intelligence, Data Structures and Algorithms, Software Engineering I & II, Programming Paradigms, Theory of Computing, Embedded Systems, Discrete Structures, Linear Algebra, Probability and Statistics

EXPERIENCE

Web Development Intern <div align="right">Sep 2023 – Sep 2024</div>

National Association of Insurance Commissioners (NAIC) <div align="right">*Kansas City, MO*</div>

- Implemented 1000+ website revision requests from the communications department using Drupal.
- Deployed front end code changes to the production environment for 3 NAIC websites using AWS.
- Redesigned and maintained 5 new pages to enhance website functionality and user experience.
- Developed a Retrieval-Augmented Generator (RAG), utilizing Ollama and ChromaDB to query and summarize company website documents.
- Managed project tasks and collaborated with team members using Jira, adhering to Agile methodologies.

Information Technology Intern <div align="right">Jun 2022 – Aug 2022</div>

Americo Financial Life and Annuity <div align="right">*Kansas City, MO*</div>

- Imaged and deployed computers to associates in several departments, showing expertise in imaging and cross department communication.
- Collaborated with two other IT interns to decommission hardware across four floors of an office building.
- 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* <div align="right">Apr 2023 – Jul 2023</div>

- Designed an efficient graphics engine capable of rendering millions of voxels generated using Perlin Noise.
- Developed a high performance meshing algorithm and enhanced processing speed using multi-threading.
- Constructed a model loading system using the hapPLY open-source PLY parser and implemented ambient occlusion.

Bandcamp MP3 Downloader | *Python, Mutagen, YTMusicAPI* <div align="right">Apr 2022 – Jul 2022</div>

- 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++* <div align="right">Aug 2023 – Dec 2023</div>

- 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.

Unihive | *Python, HTML, CSS, Flask, SQLite* <div align="right">Jul 2024 – Dec 2024</div>

- Collaborated in a team of 5 members to design and develop a forum-style web application.
- Implemented features for user authentication, course-based forum creation, post threads, and discussions.
- Integrated SQLite into the Flask backend for seamless handling of course and discussion data.

TECHNICAL SKILLS

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