Xavier X. Ruyle

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Education

University of Kansas   *Lawrence, KS*
BACHELOR OF SCIENCE IN COMPUTER SCIENCE   *Anticipated Graduation 2025*
- GPA: 3.95

Work Experience

National Association of Insurance Commissioners   *Kansas City, MO*
WEB DEVELOPMENT INTERN   *Aug. 2023 - Aug. 2024*
- Created an AI-powered Retrieval-Augmented Generator utilizing Ollama to efficiently query through hundreds of company documents.
- 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.
- Managed project tasks and collaborated with team members using Jira, adhering to Agile methodologies.

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 capable of rendering millions of voxels generated using Perlin Noise.
- Implemented a meshing algorithm with voxel face culling and optimized several processes using multi-threading with std::async.
- Engineered voxel-specific ambient occlusion and constructed a model loading system using the hapPLY open-source PLY parser.

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 mp3 metadata.
- Automatized the process of uploading to YT Music by integrating 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, 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
AI Experience	Ollama, Llama3, ChromaDB, Langchain
IT Experience	Powershell, Digital Imaging, Decommissioning, SQL, WSUS, Active Directory, Microsoft Endpoint Configuration Manager
Other Skills	Jira, Slack, Regular Expressions, GIT, Documentation, Bash, Ubuntu, LaTeX, JSON, VHDL, Pygame, Raylib, OpenGL, Agile