

# Xavier X. Ruyle

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## Education

### University of Kansas

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

- GPA: 4.0

Lawrence, KS

Anticipated Graduation 2025

## Work Experience

### National Association of Insurance Commissioners

WEB DEVELOPMENT INTERN

- 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.
- Followed Agile development methodologies, utilizing Jira to manage tasks, prioritize work, and track project progress.

Kansas City, MO

Aug. 2023 - Present

### Americo Financial Life and Annuity

IT INTERN

- 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.

Kansas City, MO

Jun. 2022 - Aug. 2022

## Projects

### 3D Graphics Voxel Engine

C++, OpenGL, GLSL

- Designed an efficient graphics engine that can render millions of voxels.
- 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 with multi-threading 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.

Source Code - Website

April 2023 - July 2023

### Bandcamp MP3 Download

PYTHON, MUTAGEN, YTMUSICAPI

- 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.

Source Code

April 2022 - July 2022

### Arithmetic Calculator

C, C++

- 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.

Source Code

August 2024 - December 2024

### Isidore-Bib

HTML, CSS, JAVASCRIPT, JSON

- Utilized an open source repository containing biblical commentary in SQL format, 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.

Source Code - Website

Aug 2023 - Aug 2023

## 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

### 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, Raylib, OpenGL, Agile, Scrum