# YURIXANDER RICARDO

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### **EDUCATION**

# JANUARY 2022 - EXPECTED APRIL 2024 BACHELOR'S DEGREE (COMPUTER SCIENCE), FLORIDA ATLANTIC UNIVERSITY

- **GPA**: 3.956/4.0 cumulative.
- Coursework: Data Structures, Design and Analysis of Algorithms, Discrete Math, Foundations of Computer Science (C++), iOS App Development, and Full-Stack web development.
- Extra-curricular: Member of SHPE & Google Student Developer Club, founder of a Data Structure and Algorithm club, focusing on Leetcode problems and algorithm study consisting of 150+ members.
- **Volunteering**: Led a team of 7 volunteer student developers to work on a registration system for use in LACCEI, a non-profit with focus on conferences consisting of over 500+ attendees, over a 3 month period, which resulted in a more streamlined registration process for attendees.

#### **WORK EXPERIENCE**

## SEPTEMBER 2019 - MARCH 2020 (6 MONTHS)

JUNIOR SOFTWARE ENGINEER, DIGITAL RESOURCE



- Optimized backend code in JavaScript with efficient data structures and algorithms, addition of lazy loading, and image size reduction to achieve up to a 70-80% decrease in page load times.
- Secured RESTful APIs by implementing prepared MySQLi statements using PHP and Laravel, protecting previously vulnerable SQL statement logic from potential SQL injection attacks.

## AUGUST 2019 (1 MONTH)

## **SOFTWARE ENGINEER INTERN**, DIGITAL RESOURCE **O**

- Leveraged JavaScript, CSS, and WordPress to integrate the Google Maps API, enhancing user experience and driving a 25% increase in user engagement through interactive map features.
- Reduced database query latency from ~350ms to 60ms (avg.) in a C# ASP.NET environment by optimizing MySQL and MongoDB queries.

## **TECHNICAL SKILLS**

- Programming Languages: Python, TypeScript, C++, Rust.
- Databases: SQL and MongoDB.

- Version control: Git, GitHub, Jira.
- Tooling and Frameworks: Redis, Docker, Express.js, LLVM.

## PERSONAL PROJECTS

# SEPTEMBER 2019 - CURRENT (4 YEARS)

PHI COMPILER, VIEW WEBSITE

- Complete systems programming language implementation in Rust, featuring functions, variables, objects, closures, control-flow statements, type inference, with a functional programming paradigm focus.
- Utilizes LLVM as a backend to generate optimized machine code by the usage of LLVM's optimization passes, resulting in performance comparable to Clang.

# OCTOBER 2023 - CURRENT (1 MONTH)

**SCOUTEE**, VIEW WEBSITE

- Cross-platform macOS' Spotlight-like application built with Electron.js, TypeScript and React.js, that allows users to search for files, applications, images, and more, with a focus on a seamless UI/UX, rapid query resolution, and efficiency.
- High-performance indexing service written in Rust, with a file system watcher to keep the index up-to-date and a custom fuzzy search algorithm.