YURIXANDER **RICARDO**

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EDUCATION

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

Enrolled with a *3.956/4.0 GPA*, achieving Dean's List recognition multiple times. Coursework includes *Data Structures & Algorithms*, Foundations of Computer Science (C++), and Full-Stack web development.

- **Extra-curricular**: Founded and led of a Data structure and Algorithm club, focusing on Leetcode problems and algorithm study, growing its membership to 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 (7 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)
WEB TEAM INTERN, DIGITAL RESOURCE

- 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.
- Boosted database throughput performance by optimizing MySQL and MongoDB queries in a C# ASP.NET environment.

TECHNICAL SKILLS

- Software development: **Node.js, Rust, C++**.
- Full-stack web development: **JavaScript**, **TypeScript**, **React.js**, **HTML & CSS**, SCSS/SASS, SEO optimization.
- Git, GitHub, Jira, JetBrains Space.
- Databases: SQL-based and MongoDB.
- Test-driven development (TDD), unit testing, end-to-end (E2E) tests.
- LLVM, Docker, Travis CI, RESTful APIs.

FEATURED PROJECT

Compiler written in Rust: Designed and implemented a Rust-like compiler featuring type-inference, parametric polymorphism (generics), type classes, and more. Implemented all the major phases from *scratch*, including a lexer, parser, semantic analysis, and a lowering pass leveraging the LLVM toolchain. The compiler enables systems programming with modern features, while providing strong memory safety guarantees and a powerful type system.