

Zachary Ruiz

<https://www.zruiz.com>
info@zruiz.com

Education

BS, MECHANICAL ENGINEERING
University of California, Davis

- Dean's List, 7 Quarters
- Tau Beta Pi Honor Society member

June 2020
Davis, CA
GPA: 3.9/4.0

Technical Skills

- Microsoft Endpoint Manager
- Azure AD Hybrid Deployment
- Basic Cisco networking, IPS, ISE
- PowerShell automation
- Windows, Mac, and Linux administration
- VMWare, Hyper-V virtualization
- Docker containers
- Graylog SIEM

Certifications

- OnBase Certified System Administrator
- MS Certified Azure Admin Associate

Work Experience

INFORMATION TECHNOLOGY TECHNICIAN II
Dublin San Ramon Services District

Nov. 2020 - Present
Dublin, CA

- Migrate workstation management to Microsoft Endpoint Manager (Intune)
- Implement and maintain password manager, SIEM, and remote support software
- Lead initiative to plan and execute server patching and upgrade maintenance windows
- Assist analysts with network, application, and infrastructure maintenance
- Maintain membership to and attend MISAC events to share IT knowledge

SENIOR STUDENT SERVICE ANALYST
UC Davis Letters and Science IT

Feb. 2017 - Jul. 2020
Davis, CA

- Diagnosed and repaired staff and faculty computers using ITSM software and scripts
- Created PowerShell scripts that increased efficiency in routine tasks for the team
- Deployed computers using Windows Deployment Services and JAMF tools
- Trained new team members on internal procedures and participated in hiring interviews
- Received high customer satisfaction survey results and team recognition awards

Activities

QUALITY CONTROL CAPTAIN
Concrete Canoe at UC Davis

Jun. 2018 - Jun. 2020
Davis, CA

- Summarized and enforced ASTM design regulations for the project
- Oversaw canoe construction with other captains, managing up to 25 volunteers
- Examined and measured final product to confirm standards have been met
- Designed and 3D printed custom depth gauges for layer thickness measurements
- Presented ideas for design improvement to other team members based on updated rules