

Xavier Ruyle

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EDUCATION

University of Kansas

B.S Computer Science, GPA: 3.95

Lawrence, KS

Dec 2025 (Expected)

- Relevant Coursework: Data Structures and Algorithms, Artificial Intelligence, Software Engineering, Programming Paradigms, Theory of Computing, Embedded Systems, Discrete Structures, Linear Algebra, Probability and Statistics

EXPERIENCE

Web Development Intern

National Association of Insurance Commissioners

Sep 2023 – Sep 2024

Kansas City, MO

- Implemented 1000+ website revision requests from the communications department using Drupal.
- Deployed front end code changes to the production environment for 3 NAIC websites using AWS.
- Maintained and redesigned 5 new pages to enhance website functionality and user experience.
- Developed a Retrieval-Augmented Generator, utilizing Ollama and ChromaDB to query and prompt through hundreds of company website documents.
- Managed project tasks and collaborated with team members using Jira, adhering to Agile methodologies.

Information Technology Intern

Americo Financial Life and Annuity

Jun 2022 – Aug 2022

Kansas City, MO

- Imaged and deployed computers to associates in several departments, showing expertise in imaging and cross department communication.
- Collaborated with two other IT interns to decommission hardware across four floors of an office building.
- Utilized WSUS, Active Directory, and Microsoft Endpoint Configuration Manager during imaging process.
- Developed automation scripts to streamline imaging workflows, providing a 100% increase in productivity.
- Managed and administered the Netwrix software for auditing servers.

PROJECTS

3D Graphics Voxel Engine | *C++, OpenGL, GLSL*

Apr 2023 – Jul 2023

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

Bandcamp MP3 Downloader | *Python, Mutagen, YTMusicAPI*

Apr 2022 – Jul 2022

- Provided a command line app 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 | *C, C++*

Aug 2023 – Dec 2023

- 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.

Book Search Webapp | *Javascript, React, HTML, CSS*

Jul 2024 – Aug 2024

- Developed a front end book shopping webapp made with React.
- Utilizes the Google Books API to fetch book data that the user requests.

TECHNICAL SKILLS

Languages: Python, C++, C, C#, Javascript, GLSL

Web: ASP.NET Core, MVC, React, Django, Flask, Drupal, Javascript, PHP, CSS, HTML, Beautiful Soup, Selenium

Other: Regex, GIT, Bash, Ubuntu, L^AT_EX, JSON, Pandas, Raylib, OpenGL, Ollama, Llama3, ChromaDB, Langchain, Agile, Jira, Slack