

# Cesar Adames

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## EDUCATION

Florida International University – Miami, Florida

December 2025

### Bachelor of Science in Computer Science

- Relevant coursework: Systems Programming, Data Structures, Computer Architecture, Programming I-II

## SKILLS & CERTIFICATIONS

- **Languages:** Python, C#, HTML, CSS, JavaScript
- **Tools:** Visual Studio Code, GitHub, Firebase, Unity, Expo, Figma, Microsoft Office
- **Operating System:** Windows

## EXPERIENCE

ANTI ELIXIR LLC – Software Developer Intern | Miami, Florida

November 2024 – Present

- **Developed** scalable and efficient code for ANTI's upcoming **Android** mobile game, ensuring smooth performance and maintainability.
- **Collaborated** with cross-functional teams on **game design, artwork, and programming**, contributing to development from **concept to deployment**.
- **Implemented** game mechanics and features using **C# and Unity**, optimizing scripts for performance and scalability.

Dream in Green – App Developer | Miami, Florida

September 2024 – December 2024

- **Developed** the main page of the mobile application **Recyclopedias** for **Dream in Green**, contributing to its design and functionality.
- **Built** the application using **JavaScript and Expo**, ensuring cross-platform compatibility and performance.
- **Designed UI/UX** elements using **Figma**, enhancing user experience and interface aesthetics.

INIT FIU – INIT Ignite Mentor | Miami, Florida

August 2024 – December 2024

- **Introduced** middle school students at **Herbert A. Ammons Middle School** to the basics of **Python**, fostering engagement through hands-on learning activities.

## PROJECTS

Invently - Lead Developer | Team of 5

[GitHub](#) | [View Project](#)

- **Designed and developed** a web-based inventory management system in an **Agile environment**, participating in **Scrum sprints** to iteratively improve tracking and organization.
- **Built** the frontend using **HTML, CSS, and JavaScript**, ensuring a responsive and user-friendly interface.
- **Integrated Firebase** for real-time database management and authentication.

Rock, Paper, Scissors CAM - Developer | Solo

[GitHub](#)

- **Developed** a **computer vision-powered Rock, Paper, Scissors game**, utilizing **hand tracking** recognition.
- **Implemented** the game logic using **Python**, leveraging **OpenCV** and **cvzone** for camera input and hand detection.

Benson Run! - Developer | Solo

[GitHub](#) | [Play](#)

- **Developed** a **runner-style game** using **Unity** and **C#**, featuring dynamic obstacles, and increasing difficulty.
- **Designed** engaging gameplay mechanics, including **player movement, collision detection, and score tracking**.

## SOFTWARE DEVELOPER ACTIVITIES

1<sup>st</sup> Place – Capstone Senior Project Showcase | Florida International University

December 2024

- Software developer lead to develop and present **Invently**, outperforming **30 teams**

7<sup>th</sup> Place – ShellHacks Hackathon | Florida International University

September 2023

- Front-End developer lead to develop and present **Captain AI**, ranking **7<sup>th</sup> place** in our category.

## AFFILIATIONS

CodePath E3 Program | Program Miami Lead | Miami, Florida

January 2025

INIT | Member | Miami, Florida

August 2023