

# César Lezama

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## Skills

- Java | C# | .NET | C++ | C | Swift | Python | JavaScript | Dart | MSSQL | MySQL | Flutter | Unity | NoSQL | Git
- Software Design | Design Patterns | UML | JUnit | Unit Testing | OOP | Unity 2D | Game Development
- Distributed Systems | Frontend | Backend | Full-Stack | English, Spanish

## Projects

### Financial Management System

DEVELOPING

- Designed and developed a comprehensive Financial Management System, a desktop application tailored for efficient credit management processes. The system encompasses the entire credit lifecycle, from initial request submission to detailed analysis and eventual decision-making. Employing a Client-Server architecture, the project utilized modern technologies including **C#, .NET, Avalonia UI, Java, Spring Boot, and MySQL**, ensuring scalability and performance optimization.
- Led the process of identifying both functional and non-functional requirements, meticulously documenting them in a **Software Requirements Specification** document.
- Use of ICONIX methodology creating essential artifacts such as **Use Case Models, Robustness Diagrams, and Sequence Models**.
- Implemented robust security measures including **JWT for API authentication and 2 Factor Authentication** within the system, ensuring data integrity and user confidentiality.

### Fitness App

DEVELOPING

- Conceptualized, designed, and developed a feature-rich Fitness Application enabling users to seamlessly manage their workout routines, upload instructional videos demonstrating proper exercise techniques, engage with community content, follow other users, and foster a fitness-focused social network. The app also includes a streak feature, rewarding users for consistent gym attendance.
- Utilized **Flutter** framework for the mobile application, ensuring cross-platform compatibility and a fluid user experience. Use of **Java** to build a **RESTful API** and integrated **gRPC** for real-time streaming functionalities, implemented in **C#**.
- Led the creation of comprehensive design artifacts including **Use Case Models, Use Case Descriptions, Domain Models, Context Diagrams, Sequence Diagrams, Deployment Diagrams, and Component Diagrams** using **UML 4+1** architectural description framework. Embracing an agile development methodology, these artifacts evolved iteratively to meet evolving project requirements and stakeholder needs.
- Developed a Continuous Deployment Pipeline to facilitate seamless application deployment.

### Timbiriche "The Game"

COMPLETED

- Led the development of "Timbiriche: The Game," a digital adaptation of the classic Timbiriche board game. This project allowed up to 4 players sharing the same network to engage in multiplayer gameplay, featuring real-time chat functionality, a comprehensive reward system, a skin store, and seamless email notifications integration.
- Developed using C# programming language, the project utilized a suite of Microsoft technologies including **Windows Presentation Foundation (WPF)** for intuitive user interfaces, **Windows Communication Foundation (WCF)** for TCP/IP communication, and **Serilog** for efficient exception logging.
- Ensured software quality and reliability through robust unit testing practices employing **xunit**.
- Implemented **Entity Framework** with a Database-first approach and utilized SQL Server for efficient database communication, ensuring data integrity and reliability.
- Prioritized security and code quality by conducting **static code analysis** using **SonarQube**, identifying and addressing potential vulnerabilities proactively.

## Education

### Bachelor's Degree

Universidad Veracruzana

Xalapa, VER, MEX 08/2021 - PRESENT

- Software Engineering

## Work

### Sales Agent

Teleperformance

Xalapa, VER, MEX 03/2023 - 09/2023

- As a sales agent at Teleperformance, I handled calls on behalf of an external company with a US-based clientele. My primary responsibility was to complement sales, demonstrating empathy and English language proficiency.

## Others

- **Hackathon Participation:** Participation in the hackathon organized by the National Association of Information Technology Education Institutions (ANIEI) in the XXXVI National Congress and XXII International Congress of Informatics and Computing of the ANIEI 2023

(10/2023)