Cesar Ramirez

Irvine, CA • 310.953.7367 • cesarramirez93@gmail.com
https://github.com/Sayzar

Education

University of California Irvine	**June 2015**

B.S. Computer Science
Specialization in Information Systems

Relevant Coursework

Design and Analysis of Algorithms • Principles of Operating Systems • Concepts of Programming Languages
Computational Geometry • Projects in Databases and Web Applications • Graph Algorithms • Artificial Intelligence

Work Experience

WallStreet University: **August 2014 – May 2015**
   Web Developer Intern
- Introduced CMS Joomla into the company infrastructure which sped up production of new landing pages and content creation
- Maintained and updated companies financial teaching materials and client websites to suit their needs

Projects

Fabflix   **January 2015 - February 2015**
   Projects in Databases and Web Applications
- E-commerce site using Apache Tomcat and Java servlets which allowed customers to browse/search for movie information and add movies to their shopping cart. Used existing movie database to develop an Android Quiz Application. Java, SQL.

Bad Nate: **October 2014 - December 2014**
   Computer Game Development
- Local multiplayer game with similar gameplay to that of the Super Smash Bros series. Terrain on stages were randomly generated to promote replay value of the game. Recognized for best original art and original music. C#.

CardioCritters   **March 2013 - August 2013**
   American Heart Association
- Winner in University Game Jam sponsored by American Heart Association for an Android application that promoted a healthy lifestyle and heart disease awareness through an interactive game
- Assumed role of lead programmer when former resigned which resulted in creation of frameworks consisting of physics, animation, and user input which quickened application development.

Skills

Languages: Java, C#, C/C++
IDEs: Eclipse, Visual Studio, IntelliJ IDEA
Experience with: Git, Subversion, Asana

Activities and Organizations

League of Legends at UCI: **March 2012 – November 2012**
   President
- Conceived the League of Legends Club at UCI
- Organized tournaments for the members to receive prizes
- Developed and maintained relationships with CSL that led to the sponsorship of event tickets and amenities for the League of Legends Club to attend events in Southern California