CESAR CORDERO

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EDUCATION

Camarillo, CA	CSU Channel Islands	May 2025

Bachelor of Science in Computer Science
- Concentration in Software Engineering, Minors in Mathematics and Cybersecurity
- In-major GPA: 3.4
- Relevant Coursework: Object-Oriented Programming, Data Structures, Software Engineering, Computer Architecture, Discrete Mathematics, Database Systems

TECHNICAL EXPERIENCE

Projects

- **Pickup (2025).** Mobile app to find and join local pickup games. Built with React Native, Firebase, and Google Maps API. Includes user authentication, friend system, and leaderboards.
- **Etch-A-Sketch (2023).** Created a grid on which users can draw. The user can change the size of the grid and the colors with which he/she draw. JavaScript, HTML, and CSS.
- **Rock-Paper-Scissors (2023).** Implemented a simple rock-paper-scissors game where a user can play against the computer. JavaScript, HTML, and CSS.

Additional Experience

Plot-A-Thon 2024: Best in Data Cleaning using Python
Bilingual: English, Spanish
Programming Languages: Java, Python, C/C++, JavaScript, TypeScript, SQL, Ruby
Frontend Technologies: React, React Native, HTML5, CSS3, JSON
Backend & Database: Firebase, Flask, SQL, RESTful APIs
Developer Tools: Git/GitHub, Vim

EMPLOYMENT/EXPERIENCE

Software Engineer Internship	CodeDay Labs - Storybook	June-August 2024

- Enhanced component architecture for Storybook, an open-source tool used by 100k+ developers worldwide
- Resolved critical GitHub issue #23216 by implementing React hooks support as components within stories using React and TypeScript
- Collaborated in an agile environment with 2 teammates and an industry mentor to deliver production-ready code

Software Engineer Internship	CodeDay Labs - Supabase	February 2024

- Contributed to open-source Firebase alternative serving 40k+ active users under mentorship from Two Sigma engineer.
- Debugged and resolved dashboard issues by analyzing a complex multi-language codebase (JSON, React, TypeScript)
- Implemented version display fixes for the project dashboard, improving user experience and platform reliability
- Applied collaborative development practices using Git workflows and code review processes