

CESAR CORDERO

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EDUCATION

Camarillo, CA	CSU Channel Islands	Expected May 2025
Bachelor of Science in Computer Science		
<ul style="list-style-type: none">• Concentration in Software Engineering• In-major GPA: 3.4• Undergraduate Coursework: Object-Oriented Programming; Data Structures; Software Engineering; Computer Architecture; Discrete Math		

TECHNICAL EXPERIENCE

Projects

- **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 draws. 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.
- **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.

Additional Experience

Plot-A-Thon 2024: Best in Data Cleaning using Python
Bilingual: English, Spanish
Languages: Java, C, Python, Javascript
Technologies: React, GitHub, Vim
Skills: Problem Solving, Team Work, Communication

EMPLOYMENT/EXPERIENCE

SWE Internship	CodeDay Labs - Supabase	February 2024
<ul style="list-style-type: none">• Under the guidance of Isaac Good from Two Sigma, I collaborated with a team of 2 students to contribute to Supabase, an open-source Firebase alternative with over 40k users.• Analyzed an existing multi-language codebase encompassing JSON, React, and TypeScript to identify and resolve issues effectively.• Collaborated with my team to identify and address issues related to project version display on the dashboard.		
SWE Internship	CodeDay Labs - Storybook	June-August 2024
<ul style="list-style-type: none">• Collaborated with two teammates and a mentor to enhance Storybook's ability to pass React hooks as components within stories, improving flexibility for front-end developers.• Addressed a limitation in Storybook's architecture (GitHub Issue #23216) that prevented hooks from being used as components, using React and TypeScript.		