Ceasar Attar

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EDUCATION

UNIVERSITY OF ILLINOIS AT CHICAGO **Chicago, IL**

Bachelor of Science in Computer Science *Expected Graduation: May 2025*

Coursework: Software & Program Design, Video Game Design, Computer Algorithms, Objected Oriented Programming, Machine Organization

TECHNICAL SKILLS AND CERTIFICATIONS

Certifications: Foundations of Security (Google), Responsive Web Design (freeCodeCamp), Back End Development and APIs (freeCodeCamp)

Languages: Python, C, C++, C#, Java, JavaScript, SQL, F#, Ruby

Developer and Design Tools: Git, GitHub, Jira, Maven, HTML, CSS, Google Test, Figma, Arduino

Frameworks & Technologies: AWS, MySQL, React, Hibernate, RESTful API, Azure, Unity, Ruby on Rails

PROFESSIONAL EXPERIENCE AND INVOLVEMENT

Digital Cash for Information Technology **Amman, Jordan**

Back End Cybersecurity Intern *May 2024 — August 2024*

- Improved Java backend development for financial applications, enhancing performance and scalability, leading to a 30% efficiency boost.
- Integrated RESTful APIs using Postman, optimizing backend communication with client applications and enhancing system performance.
- Implemented AES and RSA encryption protocols, improving security for financial data while handling over 1,000 transactions per day.
- Managed tasks in Jira using sprints, collaborating with teams to deliver high-quality financial applications 20% faster.

J.P. Morgan Chase **Remote**

Software Engineering Fellow *January 2024 — February 2024*

- Built a Python and React environment to analyze stock data, providing real-time visualizations for decision-making.
- Improved data visualization outputs by fixing TypeScript code, resulting in more accurate and interactive charts.
- Optimized J.P. Morgan Chase's repository, enhancing the reliability of internal analysis tools.
- Integrated proprietary frameworks, contributing to improved functionality and project outcomes.

Association for Computing Machinery **Chicago, IL**

University of Illinois Chapter *September 2023 — Current*

- Managed server operations, ensuring 99% uptime for student projects and chapter-hosted events.
- Organized technical workshops, increasing member participation and skill development within the chapter.
- Supported SIG events and projects, promoting diverse computing interests across the chapter.
- Fostered community engagement through social events and hackathons, strengthening the computing community.

TECHNICAL PROJECTS

CTA Database App | *Python / SQL*

- Created a Python-SQL console application for analyzing the Chicago Transit Authority database.
- Utilized SQL for back-end data retrieval, and Python for front-end data processing and visualization.
- Showcased skills in database management, analysis, and software development by efficiently querying and displaying data.

Encrypted Messenger | *Java*

- Designed a secure messaging system using AES encryption for confidential data transmission over sockets, ensuring high security.
- Developed a multi-threaded server-client architecture to handle real-time communication with efficient message handling.
- Integrated Hibernate for seamless data persistence with MySQL, enabling CRUD operations and secure storage of encrypted messages.

Fast Food Frenzy | *Unity / C#*

- Built a Unity-based game using C# scripts and AI constructs to control player movements and game mechanics.
- Utilized custom shaders, maps, colliders, sound, and visual effects to enhance gameplay, creating an interactive experience.
- Conducted testing sessions with user feedback to improve game mechanics across alpha, beta, and final releases.

Smart Alarm Clock | *C / C++*

- Developed a smart alarm clock using three Arduino Unos for timekeeping, environmental monitoring, and user interaction.
- Wrote C/C++ code for clock functionality, handling inputs, and updating displays based on real-time data.
- Enabled serial communication between Arduinos for real-time updates on time, temperature, humidity, and light levels.