Ceasar Attar

ceasarattar03@gmail.com | ceasarattar.dev | linkedin.com/in/ceasarattar | github.com/ceasarattar

EDUCATION

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

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

52nd Annual Chancellor's Student Service and Leadership Award Recipient

Coursework: Software & Program Design, Video Game Design, Database Systems, Objected-Oriented Programming, Machine Organization

TECHNICAL SKILLS AND CERTIFICATIONS

Skills: Automation Systems Design, Process Integration, Systems Architecture, Critical Thinking, Team Collaboration, Project Management

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

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

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

Frameworks & Technologies: AWS, MySQL, React, Hibernate, RESTful API, Spring Boot, Siemens PLCs, Azure, Kafka, Kubernetes

PROFESSIONAL EXPERIENCE AND INVOLVEMENT

J.P. Morgan Chase **Remote**

Software Engineering Virtual Experience *December 2024*

- Designed and implemented scalable transaction processing systems using Spring Boot and Kafka, improving system throughput by 30%.
- Enhanced H2 database performance with optimized query configurations, ensuring high-volume data handling.
- Developed a RESTful API using Spring Boot RestTemplate, reducing backend response times by 40%.
- Applied test-driven development (TDD) practices for robust unit and integration testing, improving code quality.

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

Back End Cybersecurity Intern *May 2024 — August 2024*

- Designed and integrated RESTful APIs, enabling seamless communication between frontend and backend components.
- Optimized backend infrastructure to support CI/CD pipelines for scalable, high-volume data workflows.
- Implemented lightweight RSA and AES-GCM encryption protocols for API transaction security, ensuring robust software quality.
- Led Agile ceremonies to align cross-functional teams, enhancing delivery speed for core feature deployments by 20%.

Association for Computing Machinery **Chicago, IL**

University of Illinois Chapter *September 2023 — Current*

- Performed systems engineering to ensure 99% server uptime for student projects and chapter-hosted events.
- Delivered technical workshops on cloud computing and test automation, promoting peer development.
- Supported special interest group (SIG) events and projects, promoting diverse computing interests across the chapter.
- Boosted recruitment and engagement through social events and hackathons, increasing membership growth and promoting collaboration.

TECHNICAL PROJECTS

Fridge Inventory App | *JavaScript / React*

- Developed a scalable, data-driven, full-stack inventory system to support dynamic user needs.
- Created RESTful APIs using Express.js to log, categorize, and manage items, enhancing personalized user tracking.
- Enhanced user interaction through a responsive React front-end, dynamically linked to a Node.js back-end.

Encrypted Messenger | *Java / MySQL*

- Developed a secure communication system using object-oriented design OOD principles and integrated JUnit test cases.
- Built a multi-threaded architecture to handle high-frequency real-time communication, ensuring low-latency performance.
- Utilized Hibernate for seamless data persistence, enabling robust database CRUD operations.

Fast Food Frenzy | *C# / Unity*

- Built a Unity-based game using C# scripts and AI constructs to control player movements and game mechanics.
- Designed interactive user experiences by implementing AI-driven systems and iterative testing to refine product engagement.
- Conducted testing sessions with user feedback to improve game mechanics across alpha, beta, and final releases.

Smart Alarm Clock | *C / C++*

- Engineered a real-time distributed processing system using three Arduinos with precise timing and communication.
- Wrote C/C++ code for clock functionality, inputs, and display updates based on real-time data while applying core OOD principles.
- Enabled serial communication between Arduinos for real-time updates on time, temperature, humidity, and light levels.