Ceasar Attar

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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: Problem Solving, Leadership, Creativity, Adaptability, Interpersonal Skills, Critical Thinking, Team Collaboration, Project Management
Certifications: Foundations of Security (Google), Responsive Web Design (freeCodeCamp), Back End Development and APIs (freeCodeCamp)
Languages: Python, Go, C, C++, C#, Java, JavaScript, TypeScript, Kotlin, SQL, F#, Ruby
Developer and Design Tools: Git, GitHub, Jira, Postman, Terraform, Maven, Jenkins, Ansible, HTML, CSS, Arduino, Docker, Figma
Frameworks & Technologies: AWS, MySQL, React, Hibernate, RESTful API, Spring Boot, PostgreSQL, Azure, Kafka, Node.js, Express.js

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, enabling high-volume real-time 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 to enable seamless real-time data allocation, ensuring high availability across backend systems.
- 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.
- Organized technical workshops on API development, enabling students to gain practical experience in GraphQL and REST.
- 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

Chain Quest | *Hackillinois '25 – Solana Track | C# / Rust / Web3.js*

- Developed a Unity-based AR game with real-time geolocation tracking via the Mapbox SDK for an open-world experience.
- Implemented Web3.js and Solana RPC calls to fetch and validate NFT collectibles dynamically in-game.
- Secured transactions and NFT ownership by integrating Solana smart contracts with wallet authentication using Solana Wallet Adapter.

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.
- Optimized database queries with Hibernate, improving read/write efficiency across high-traffic message storage.

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.
- Implemented serial communication between embedded devices, ensuring seamless updates on time, temperature, and humidity.