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, Database Systems, Objected-Oriented Programming, Machine Organization

TECHNICAL SKILLS AND CERTIFICATIONS

Skills: Project Management, Time Management, Teamwork and Collaboration, Critical Thinking, Problem Solving, Attention to Detail, Creativity

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, Postman, Maven, HTML, CSS, Google Test, Figma, Arduino

Frameworks & Technologies: AWS, MySQL, React, Hibernate, RESTful API, Azure, Kafka, Express.js, Node.js, JUnit, Unity, Ruby on Rails

PROFESSIONAL EXPERIENCE AND INVOLVEMENT

J.P. Morgan Chase   **Remote**

Software Engineering Virtual Experience   *December 2024*

- Designed a transaction queue using Spring Boot and Kafka, separating backend and frontend processes for improved scalability.
- Integrated an H2 database for transactions, ensuring data validity and storage via Kafka consumers.
- Implemented a Spring Boot RestTemplate API, improving communication between backend services and reducing response time by 40%.

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

Back End Cybersecurity Intern   *May 2024 — August 2024*

- Optimized Java backend for financial applications using multithreading, improving data retrieval speed and boosting efficiency by 30%.
- Integrated RESTful APIs using Spring Boot, enhancing response times and verifying functionality through Postman testing.
- Enhanced data security by implementing lightweight encryption protocols such as AES-GCM for encrypting API transaction data streams.
- Led weekly standup sessions as part of Agile ceremonies, ensuring team alignment and achieving a 20% faster application delivery rate.

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 logistics for technical workshops, increasing member participation and skill development within the chapter.
- 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 | *React / Node.js*

- Built a shared inventory system with React, Node.js, and MySQL to efficiently manage fridge contents.
- Created RESTful APIs using Express to log, categorize, and manage items, enhancing personalized user tracking.
- Implemented user authentication in React, integrating frontend and backend APIs for secure item logging and management.

Encrypted Messenger | *Java / MySQL*

- 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 | *C# / Unity*

- 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.