Cesar Fuentes

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EDUCATION

Texas A&M University - *Bachelor of Science in Computer Science | GPA: 3.9*   MAY 2023
- **Relevant Coursework**: Data Structures & Algorithms, Discrete Structures for Computing, Computer Organization, Programming Languages, Intro to Computer Systems, Programming Studio, Design & Analysis of Algorithms, Software Engineering, Computer Graphics, Computer Animation, Artificial Intelligence, Database Systems, Operating Systems, Senior Capstone Design
- **Honors/Awards:** Dean's Honor (2020-22), President's Volunteer Service Award (2022, Bronze)

WORK EXPERIENCE

Publicis Sapient - *Software Engineering Intern*   JUNE – AUG 2022
- Engaged in a comprehensive 5-week training program centered on core principles in software engineering.
- Collaborated with 7 interns to develop a digital, full-stack solution for one of the company's clients.
- **Improved the management of optimization models** by developing an interface that performs what-if analysis and visualizes the results, resulting in usage by our client.
- **Increased data processing speed by 200%** using an automated data processing workflow that parses multiple spreadsheets in various formats.

LEADERSHIP EXPERIENCE

TAMU UNICEF - *President*   SEP 2019 - MAY 2023
- **Fostered 100+ hours of children-based volunteering** by coordinating and motivating college students on my campus (in the 2023 school year).
- **Increased funds raised for charity by 20%** by spearheading new fundraising events (in the 2023 school year).
- Created 50+ pages of documentation outlining various facets of the organization. This initiative aimed to reduce misunderstandings, and facilitate seamless year-to-year transitions, resulting in a 100% positive feedback rating.

PROJECTS

CESARFUENTES.COM (Portfolio Website)   React | Tailwind
- **Improved responsiveness for better user experience** across various devices and screen sizes, earning a 93% accessibility page score (from SiteImprove) and a 100% mobile-friendly score (from HubSpot).

Space Simulation (Video Game Engine)   C++ | OpenGL
- **Secured 1st place in a class vote** by designing and implementing a 3D OpenGL video game engine that effectively emulated space dynamics through various particle systems,
- Applied Object-Oriented Programming principles to identify and categorize classes for effective organization.

TECHNICAL SKILLS

- **FRONT-END:** React, Angular, Tailwind, Sass
- **BACK-END**: NodeJS, Express, Python
- **DATABASES:** MySQL, MongoDB
- **LANGUAGES**: C++, HTML, CSS, Javascript, Python, PHP, C, Swift
- **DEVELOPER TOOLS**: Docker, Jira
- **WEB DESIGN**: Figma, Photoshop

Languages: Spanish (Native), Chinese (beginner)

Interests: Graphic Design, Volunteering, Nintendo Switch Games, Huasteca Cuisine, Thrifting, Running (5x/week)\