

Cesar Ivan Hinojosa

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Computer Science student at UTSA; experience working on two internships, working with multiple programming languages, and technologies. Looking to use skills to work at a professional level.

EDUCATION & ACHIEVEMENTS

University of Texas at San Antonio, San Antonio, TX
B.S. in Computer Science
DoD Government Security Clearance

Classification: Senior
Major GPA: 3.92
Dean's List: Spring 2022, Fall 2022
Concentrations: Software Engineering

WORK EXPERIENCE

Cyber Software Engineer Intern- Northrop Grumman Summer 2023
Supported the development of multiple programs (both classified and unclassified). Gained experience with industry software engineering, programmed in C++, and worked with Jira. Also, gained skills in computer networks, Linux, and virtualization. In addition, received a government security clearance.

Game Developer Intern - Resilience Inc. Oct 2022 - May 2023
Worked as a game developer intern for Resilience Inc.. Supported development of an educational PC game: "How to Prioritize". The game's goal is to teach children how to prioritize in their daily lives. Work consisted on proposing an original game concept, designing game architecture, working with the game engine, designing UI, programming with C#, and working on a team.

Freelance Artist May 2020 - May 2023
Facilitated consultations with over 100 clients to understand their vision and develop plans for the completion of commissioned pieces. Required clarification of project expectations and constraints, along with identifying most effective tools and materials for each commission. Received various recognitions including being featured on local news, being invited to create an original art piece to be auctioned off at a charity Gala, and participation in many art events.

SKILLS

Relevant Coursework: Software Engineering, Application Programming (OOP Programming), Principles of Cyber Security, , Systems Programming, Data Structures, Operating Systems.
Programming Languages: C, C#, C++, Java, Python, LISP, Javascript.
Technologies/Other: Jira, JavaFX, SceneBuilder, Unity, HTML, CSS, MySQL, MySQLWorkbench, Postman, Git, Github, Plastic SCM, VMWare ESXi, VMWare Workstation, Linux (RHEL, CentOS, Ubuntu).
Languages: Fluent in English and Spanish.

PROJECTS

"How To Prioritize" Video Game: Fall 2022
Supported the development of an educational PC video game, with a team, aimed at teaching children 12 and under how to prioritize tasks in their day. Project consisted of presenting an original game concept which was derived from a lesson plan in the SEL (Social and Emotional Learning) curriculum developed by Resilience Inc. Consisted also, of designing the architecture of the game, designing UI, working with the game engine, dividing work with a team, and writing code in C#.

Interactive Shell in C: Spring 2023
Developed a custom interactive shell in C, that runs Linux commands. Required working with various system calls and knowledge of systems programming.

Hobby Logger: Fall 2022

Developed a hobby/activity progress tracking desktop application using Java, JavaFX, and SceneBuilder. Required working in a team of 4, dividing work appropriately, and working together to create our shared vision.

Project Xander:

Fall 2022

For “Principles of Cybersecurity”, the semester project included conducting a formal cybersecurity assessment of a small local business. The overall goal was to improve the cybersecurity posture of our assigned organization.

Electronic Medical Record System in C:

Spring 2022

Developed a system in C for individuals to view and store their medical records(ICD codes).