

# 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: 3.94

Dean's List: Spring 2022, Fall 2022

Concentrations: Software Engineering

## WORK EXPERIENCE

Cyber Software Engineer Intern (on site) - Northrop Grumman

Summer 2023

Supported the development of multiple programs. Gained experience with industry software engineering, programmed in C++, worked with unit testing, and used Jira. Also, gained skills in computer networks, Linux, and virtualization. In addition, received a government security clearance to be able to support the programs.

Game Developer Intern (remote) - Resilience Inc.

Oct 2022 - May 2023

Worked on the development of a now published educational video game. Proposed the original game concept, worked on the overall architecture of the game, programmed in C# (OOP), worked with the game engine (Unity), and also designed UI.

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

Programming Languages: C, C++, C# Java, Python, Javascript, LISP, Intel x86 Assembly

Technologies/Other: Jira, JavaFX, Maven, SceneBuilder, Unity, HTML, CSS, MySQL, MySQLWorkbench, Postman, Git, Github, Plastic SCM, VMWare ESXi, VMWare Workstation, Linux (RHEL, CentOS, Ubuntu).

Relevant Coursework: Object Oriented Systems, Secure Software Dev and Analysis, Software Engineering, Principles of Cyber Security.

Languages: Fluent in English and Spanish.

## PROJECTS

"How To Prioritize" Video Game:

Oct 2022 - May 2023

The idea for this game is to teach children twelve and under how to prioritize tasks in their day. It was designed to be directly connected to Resilience Inc.'s Social and Emotional Learning (SEL) curriculum. It is now published at: <https://resilience-inc.itch.io/>

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.

Personal Website:

Spring 2023 - Fall 2023

Programmed my personal website from scratch using HTML, CSS and Javascript. The website can be found here: <https://cesarihinojosa.github.io/personal-website/>

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).