

Cesar Iglesias

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EDUCATION

Hunter College, City University of New York
B.A Computer Science, B.S Mathematics, Minor in Statistics

New York, NY
Expected Graduation: Spring 2026

SKILLS

- **Programming:** C++, JavaScript, Python, SQL, CSS, HTML
- **Technologies:** Node, Git, Linux, React
- **Certifications:** Google Cybersecurity Certificate, AWS Cloud Practitioner
- **Languages:** English (Fluent) | Spanish (Native) | Italian (Intermediate)

EXPERIENCE

Metropolitan Transportation Authority, **Engineer PTC Intern** **Jun 2024 - Aug 2024**

- Developed and deployed specialized software to automate the processing of large datasets, optimizing data workflows across 11 different train branches within the Long Island Rail Road (LIRR) network.
- Conducted comprehensive data analysis to identify patterns and anomalies, utilizing data visualization tools, thereby improving decision-making processes and operational efficiency.
- Designed and implemented predictive models using machine learning algorithms to forecast train delays and optimize scheduling, resulting in a 15% reduction in delays and improved passenger satisfaction.

EA SWE Virtual Experience Program (Forage), **Software Engineer** **Sep 2023 - Oct 2023**

- Composed a comprehensive Feature Proposal for the Sims 4, effectively persuading stakeholders to implement a new game feature by detailing its benefits and potential impact on user engagement.
- Created a UML class diagram and built header files in C++ with class definitions that extended the Animal class, enabling the creation of additional animals in the game and enhancing gameplay variety.
- Patched a critical bug and optimized the Sims 4 codebase by implementing an improved data structure, resulting in more efficient performance and a better overall user experience.

Dunkin Donuts, **Barista** **Aug 2022 - Jun 2023**

- Collaborated with a team of 5 to greet customers with a friendly and welcoming attitude, creating a positive and memorable experience.
- Accurately processed 75+ customer orders daily, prepared ~4 beverages and ~6 food items simultaneously during peak hours all while maintaining quality and consistency.

PROJECTS

[RPG Character Divinity](#), **Tech Stack: C++, OOP** **Oct 2023**

- Implemented a versatile, scalable, and flexible character class system for RPGs using C++, enabling seamless character attribute manipulation, which improved the game's complexity and user engagement.
- Architected system with OOP principles such as inheritance and polymorphism, encompassing multiple classes for enhanced code maintainability and extensibility to drive efficient and modular codebase.

[Pathfinder Visualizer](#), **Tech Stack: React** **Oct 2023**

- Developed a dynamic visual demonstration of Dijkstra's algorithm using React, enabling users to interact with the algorithm's process in determining the most optimal path.
- Implemented real-time visualization features to showcase the algorithm's navigation, allowing users to dynamically see the shortest path being highlighted, providing immediate visual feedback.

[Weather App](#), **Tech Stack: HTML, CSS, JavaScript, API** **Sep 2023**

- Developed a real-time weather JavaScript web app connected to OpenWeatherAPI to display temperature, humidity, wind speed, and weather conditions to enhance the application's accuracy and user experience.
- Designed and developed the frontend using HTML and CSS, creating a responsive and visually appealing interface that allows users to access and interpret weather updates easily.