

# Cesar Iglesias

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## SKILLS

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

## PROJECTS

### Electronic Arts Software Engineering virtual experience program

Forage • September 2023 - October 2023

- Proposed a new feature for the Sims 4 and wrote a Feature Proposal describing it to other stakeholders.
- Built a class diagram and created a header file in C++ with class definitions for each object.
- Patched a bugfix and optimized the Sims 4 codebase by implementing an improved data structure.

### RPG Character Divinity

Hunter College • <https://github.com/Hunter-CSCI-235-Fall2023/project4-cesarmi7> • September 2023 -October 2023

- Employed OOP principles in C++ to architect and implement a versatile character class system for RPGs, encompassing multiple classes.
- Utilized inheritance and polymorphism, to create a scalable and flexible character class system, facilitating dynamic behavior customization.
- Developed a robust and intuitive system, enabling seamless character attribute manipulation and integration in a broader game development.

### Pathfinder Visualizer

<https://github.com/cesarmi7/pathfindervisualizer> • October 2023 -November 2023

- This project is a dynamic visual demonstration of Dijkstra's algorithm, which is crucial in finding the shortest path between two places.
- Built using React, it allows users to interactively observe the algorithm's process in determining the most optimal path.
- Users can add walls to the grid, and the real-time visualization shows the algorithm navigating to find and highlight the shortest path.

### Website Portfolio

<https://csarportfolio.netlify.app> • October 2023 -November 2023

- This portfolio is a Next.js project, initiated with 'create-next-app', showcasing a modern web application's setup and configuration.
- It incorporates 'next/font' for automatic optimization, demonstrating attention to UI aesthetics and UX performance optimization.
- This portfolio project emphasizes a user-friendly interface, designed to showcase professional work and skills effectively on a web platform.

### Snake Game

<https://github.com/cesarmi7/snakegame/> • January 2023 - January 2023

- Developed a traditional snake game in C++, featuring a dynamically growing snake controlled via keyboard inputs.
- The game runs in a console window, showcasing an understanding of game graphics and console operations.
- Implemented core game mechanics, including movement controls, snake growth upon fruit consumption, and boundary collision detection.

## EXPERIENCE

### Barista

Dunkin Donuts

August 2022 - June 2023, Elmont, NY

- Greeted customers with a friendly and welcoming attitude, ensuring a positive and memorable experience.
- Took and accurately processed customer orders, showcasing my strong attention to detail.
- Prepared and served a variety of beverages and food items, maintaining quality and consistency.
- Operated cash registers, handling cash transactions and providing accurate change to customers.

### Cashier

Western Beef

August 2019 - July 2022, Elmont, NY

- Assisted customers with product inquiries, locating items, and making informed purchasing decisions.
- Efficiently bagged and packed customers' purchases to prevent damage and ensure their satisfaction.
- Participated in inventory management, including receiving, stocking, and rotating merchandise.
- Maintained a clean and organized store environment by restocking shelves, arranging displays, and ensuring product availability.

## EDUCATION

### Bachelor of Science in Computer Science and Mathematics

Minor in Statistics • City University of New York, Hunter College • New York, NY • 2026 • 3.64