Cezar Pedroso

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Education

William Penn University Oskaloosa, IA | Jan 2023 – Dec 2026

- B.S. in Software Engineering & Information Technology (GPA: 3.5/4.0)
- Business Management Minor
- Dean's List in 4 semesters

Experience

Jeremy Empie Web Design LLC (Intern) Oskaloosa, IA | May 2025 – Aug 2025

- Improved office infrastructure by wiring and configuring switches, routers, and network equipment
- Managed backend infrastructure using cPanel, including databases (MySQL), domain configuration, server file structures, and security plugins
- Built and deployed 7 websites using WordPress, HTML/CSS, JavaScript, and PHP
- Configured Raspberry Pi devices for internal tools, gaining experience with Linux and networking

WPU: Computers & Tech Lab (Lab Assistant) Oskaloosa, IA | Sep 2023 – May 2024

- Assisted 60+ students with technical issues, including hardware, software, and code debugging
- Mentored 3+ students during their final projects, offering guidance
- Maintained lab computers to ensure optimal functionality and security

WPU: Students Services (Resident Assistant) Oskaloosa, IA | Jul 2024 – Present

- Coordinate and supervise a residential community of 100+ students
- Lead and coordinate a team of 6+ resident assistants
- Enforce campus policies and respond promptly to incidents and emergencies

Projects

Vulnerability Scanner (Python)

- Developed a Python-based CLI tool that performs network scans using Nmap to detect open ports and running services.
- Integrated a vulnerability matching engine to identify services with known CVEs based on version data.
- Automatically generates PDF reports summarizing detected vulnerabilities, open ports, and suggestions.

- Designed with a user-friendly command-line menu for selecting scan types, target IPs, and output options.

Secure File Vault (Python)

- Developed a secure file encryption tool using AES-256-GCM encryption for strong confidentiality and integrity protection.
- Implemented password-based key derivation with Argon2 to generate encryption keys from user passphrases.
- Designed encrypted metadata storage and optional secure file deletion to protect file information and prevent data recovery.

AI Chatbot in Unity

- Built an in-game AI chatbot using C# in Unity, integrating OpenAI's GPT API for dynamic NPC dialogue.
- Implemented a TCP client-server architecture to manage real-time message exchange between game and AI backend.

Technologies & Skills

- **Languages:** C#, Python, JavaScript, Go, HTML/CSS, Bash, PowerShell
- **Data:** SQL, PostgreSQL, MongoDB, Pandas, JSON
- **Frameworks:** Git/GitHub, React, Node.js, Unity, Cisco Packet Tracer
- **Languages Spoken:** English, Portuguese, Spanish (Fluent); Italian, Serbian (Intermediate)