# Cesar Ferreyra-Mansilla

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*TECHNOLOGIES*

**Programming Languages** HTML5, CSS3, JavaScript, PHP, Python, Java, OCaml, MATLAB
**Frameworks & Libraries** React, Node.js, D3.js, Bootstrap, SASS, Gatsby, Flask, Jest, Handlebars, Grunt
**Design Software** Figma, Sketch, Photoshop, Illustrator

*EDUCATION*

**Cornell University '21 |** BA Information Science, minors in English and Computer Science
**Coursework:** Object-Oriented Programming • Data Structures • Functional Programming • Discrete Mathematics • Data-driven Web Applications • Design & Programming for the Web • Data Science • Information Retrieval Systems • Differential Equations • Multivariable Calculus • Statistics and Probability

*EXPERIENCE*

**Heartbeat |** Software Engineer — ***New York, NY*** | *Fall 2021 – Fall 2022*

- Collaborated with creative and UX teams to deliver 6 WCAG Level AAA conformance healthcare websites.
- Utilized templating engines such as Handlebars to speed up development of static sites, and headless CMS, Contentful, to reduce content update speeds by 80 percent.
- Implemented API for internal web builder framework built off of open source github repository, GrapesJS.

**FileOvr |** Lead Frontend Engineer — ***Ithaca, NY*** | *Spring 2021 – Summer 2021*

- Conducted user research and identified a target market in order to lead a team of developers and graphic designers through the development of a user-interface for a Peer-to-Peer file-sharing app.
- Incorporated Jest's testing library to the development cycle to ensure quality of the product.

**The Cornell Daily Sun |** Frontend Software Engineer — ***Ithaca, NY*** | *Spring 2019 – Spring 2021*

- Led the development and publishing of two full-length article pages built using bootstrap, React, and d3.js.
- Employed agile methodologies (i.e. SCRUM, Kanban) to track progress and meet deadlines.

*PROJECTS*

**Take a Hike |** Python — *Spring 2021*

- Worked in a team of UX designers and developers to implement an ad hoc information retrieval system that recommends hiking trails by web-scraping user reviews using BeautifulSoup's HTML parser.
- Applied edit distance, dot product, Jaccard, and Rocchio Relevance Feedback algorithm to improve results.

**Poker |** OCaml — *Spring 2020*

- Leveraged polymorphic variants to build a single-player Texas Hold 'Em simulation complete with a command line interface and opponent "bots" that used machine learning to optimize responses.

**Coviz |** JavaScript (D3.js) — *Spring 2019*

- Used D3.js library's geoJSON, projection, and path generators to collect and analyze covid-19 infection and immunization rates worldwide, using position, shape, and color saturation as visual channels.

**crfmc.me |** JavaScript (React) — *Spring 2019*

- Constructed a REST API using Node.js, Express, and MariaDB to handle backend requests.
- Enlisted lazy loading techniques to reduce first meaningful paint (FMP) by 40 percent.
- Leveraged UX/UI principles (hand position controls, touchscreen target sizes, intuitive navigation) to implement seamless mobile and tablet-friendly interfaces.