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MARCUS A. CESAR

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LANGUAGES AND TECHNOLOGIES

- C; C++; Python; XML (XSD) Schema; Bash; Assembly; C#; SQL;
- Conan; CMake; Visual Studio; Unity; PyCharm; Windows; Unix; Linux; Mac OS;

EMPLOYMENT

Software Engineer Asc.   **Lockheed Martin Corporation**   **February 2020 – Present**

- Plans, conducts, and coordinates software development activities
- Designs, develops, documents, tests, and debugs software that contains logical and mathematical solutions to mission problems or questions in computer language for solutions by means of data processing equipment
- Applies the appropriate standards, processes, procedures, and tools throughout the development life cycle
- Applies knowledge of computer hardware and software, subject matter to be programmed in business/mission applications, information processing techniques used, and information gathered from system users to develop software
- Corrects program errors, prepares operating instructions, compiles documentation of program development, and analyzes system capabilities to resolve questions of program intent, output requirements, input data acquisition, programming techniques, and controls

Lab Monitor   **Systems Group, Florida State University**   **January 2019 – December 2019**

- Assists users with computer use, reporting computer and maintenance problems to system admins
- Responsible for opening the lab, fixing stalled printing jobs, and keeping the lab orderly

Robotics Coach   **D.B.P. Robotics Corporation**   **June 2014 – August 2018**

- Taught children and teenagers the basics of designing, building, and programming robots through verbal and hands-on learning at various summer camps in South Florida
- Instructed weekly courses in Scratch programming to classes of 10-25 students
- Managed and motivated a small team in necessary course materials, subject matter, and plans of action

EDUCATION

Tallahassee, FL   **Florida State University**   **January 2016 – December 2019**

- **Major:** Computer Science, B.A. (in-major GPA: 3.3/4.0)
- **Minor:** Humanities
- **Programming Coursework:** Operating Systems, Databases, Data Structures & Algorithms, Unix Tools, Object-Oriented Programming, Software Engineering, Computer Organization 2, Discrete Mathematics

SOFTWARE PROJECTS

Elevator Scheduler (2019)

- Developed a representation of an elevator by creating kernel modules in **C**
- Added systems calls and utilized concurrency design patterns and synchronization
- Designed an algorithm to improve elevator efficiency as measured by number of passengers serviced

Cache Simulator (2019)

- Simulated the operation of a write-through, no-write-allocate cache and a write-back, write-allocate cache using the **C** programming language

Tetris with Sprinkles (2019)

- Contributed to an open-source **Python** application in order to implement new features
- Utilized **PyGame** API to add a twist on the classic game of *Tetris* by modifying existing components

Firefighting Newts (2019)

- Developed an **iOS/Android** application in **C#** using **Unity** Game Engine and **Agile** development

ADDITIONAL EXPERIENCE

ACM Programming Club, FSU (2017 – 2019)

- Collaborated with a team of 3, tackling challenging ICPC style coding questions in programming contests