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## MARCUS A. CESAR

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### LANGUAGES AND TECHNOLOGIES

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

### EMPLOYMENT

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**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

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**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

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**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

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**ACM Programming Club, FSU (2017 – 2019)**

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