

CEDRIC D. CHERESTAL

cedric.cherestal@gmail.com • (954) 297-4455 • [LinkedIn](#) • [Github](#) • [Personal Website](#)
Fort Lauderdale, FL

EDUCATION

Florida International University | Miami, FL

Expected December 2025

Bachelor of Science in Computer Science

GPA: 3.79

- Dean's List: September 2022 - August 2024

WORK EXPERIENCE

UKG (Ultimate Kronos Group) | Weston, FL

September 2024 - December 2024

Software Developer Intern | Notifications Team

BlackRock | San Francisco, CA

June 2024 - August 2024

Software Developer Intern | Aladdin Engineering Team

- Engineered and implemented a real-time data synchronization service using **Java** and **Spring Boot**, leveraging WebSockets to replace polling-based updates with push notifications, resulting in significant improvement of data accuracy and responsiveness of Aladdin Trader application.
- Collaborated with intern team to enhance user interface by integrating real-time update functionality using **TypeScript** and **React**, leveraging existing **Jotai** state management to efficiently handle live data updates, increasing data freshness and improving overall user experience.
- Analyzed existing **GraphQL** infrastructure to identify key data points for **WebSocket** integration, collaborating with Aladdin Engineering team to document findings and plan future enhancements.
- Automated internal authentication process with **Python** and **Selenium**, streamlining workflow and reducing manual effort for team members.

UKG (Ultimate Kronos Group) | Weston, FL

September 2023 - December 2023

Software Developer Intern | Payroll Team

- Optimized **SQL** database queries and stored procedures affecting more than **30** SSRS reports, resulting in **72%** reduction in report generation times.
- Hosted knowledge-transfer workshops for intern team, expediting solution deployment, and partnered with international legacy teams and the principal engineer to resolve widespread bug affecting multiple reports.
- Designed and implemented automated tests using **C#** and **NUnit** framework to efficiently detect and document potential testing failures.
- Collaborated with intern team and Payroll division to enhance the language translation capabilities of UKG Pro.

PROJECTS

TEKKEN 8 Player Statistics Website

August 2024 - Present

- Designed and developed a scalable web application using **Java**, **Spring Boot**, and **MongoDB** to aggregate and analyze over **150 million** Tekken 8 player match statistics with over **500K** unique players
- Implemented reactive/asynchronous programming model with **WebFlux** and **RabbitMQ**, utilizing **multithreading** to significantly improving application's performance to handle high traffic and concurrent requests
- Architected database using **MongoDB** to efficiently store and query large volumes of battle records, making effective use of indexing to ensure high performance
- Designed interactive frontend with **React**, **TypeScript** and **Jotai** for state management, enabling real-time updates of player statistics throughout website
- Containerized entire application using **Docker**, enabling easy deployment, scalability, and consistent environments across development and production.
- Integrated external APIs to automate the retrieval and processing of real-time match data to ensure latest update of data accuracy and player statistics

SKILLS

Programming: Java, C, C#, Python, Javascript, SQL, HTML/CSS

Frameworks & Libraries: Spring, Springboot, Jotai, .NET, Typescript, React, Gatsby, Node.js, Tailwind, Selenium, Flask

Tools & Technologies: GraphQL, Docker, Kafka, MongoDB, Kubernetes, Postman, Lombok, Yarn, Resharper, Twilio, Maven, Git