

Ceasar Attar

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EDUCATION

UNIVERSITY OF ILLINOIS AT CHICAGO

Chicago, IL

Bachelor of Science in Computer Science

Expected Graduation: May 2025

52nd Annual Chancellor's Student Service and Leadership Award Recipient

Coursework: Software & Program Design, Video Game Design, Database Systems, Objected-Oriented Programming, Machine Organization

TECHNICAL SKILLS AND CERTIFICATIONS

Skills: Problem Solving, Leadership, Creativity, Adaptability, Interpersonal Skills, Critical Thinking, Team Collaboration, Project Management

Certifications: Foundations of Security (Google), Responsive Web Design (freeCodeCamp), Back End Development and APIs (freeCodeCamp)

Languages: Python, Go, C, C++, C#, Rust, Java, JavaScript, TypeScript, SQL, F#, Ruby

Developer and Design Tools: Git, GitHub, Jira, Postman, Terraform, Maven, Jenkins, Ansible, HTML, CSS, Arduino, Docker, Figma

Frameworks & Technologies: AWS, MySQL, React, Hibernate, RESTful API, Spring Boot, PostgreSQL, Azure, Kafka, Node.js, Express.js

PROFESSIONAL EXPERIENCE AND INVOLVEMENT

J.P. Morgan Chase

Remote

Software Engineering Virtual Experience

December 2024

- Designed and implemented scalable transaction processing systems using Spring Boot and Kafka, improving system throughput by 30%.
- Enhanced H2 database performance with optimized query configurations, enabling high-volume real-time data handling.
- Developed a RESTful API using Spring Boot RestTemplate, reducing backend response times by 40%.
- Applied test-driven development (TDD) practices for robust unit and integration testing, improving code quality.

Digital Cash for Information Technology

Amman, Jordan

Back End Cybersecurity Intern

May 2024 — August 2024

- Designed and integrated RESTful APIs to enable seamless real-time data allocation, ensuring high availability across backend systems.
- Optimized backend infrastructure to support CI/CD pipelines for scalable, high-volume data workflows.
- Implemented lightweight RSA and AES-GCM encryption protocols for API transaction security, ensuring robust software quality.
- Led Agile ceremonies to align cross-functional teams, enhancing delivery speed for core feature deployments by 20%.

Association for Computing Machinery

Chicago, IL

University of Illinois Chapter

September 2023 — Current

- Performed systems engineering to ensure 99% server uptime for student projects and chapter-hosted events.
- Organized technical workshops on API development, enabling students to gain practical experience in GraphQL and REST.
- Supported special interest group (SIG) events and projects, promoting diverse computing interests across the chapter.
- Boosted recruitment and engagement through social events and hackathons, increasing membership growth and promoting collaboration.

TECHNICAL PROJECTS

Chain Quest | Hackillinois '25 – Solana Track | C# / Rust / Web3.js

- Developed a Unity-based WebGL game with real-time geolocation tracking via the Mapbox SDK for an open-world experience.
- Implemented Web3.js and Solana RPC calls to fetch and validate NFT collectibles dynamically in-game.
- Secured transactions and NFT ownership by integrating Solana smart contracts with wallet authentication using Solana Wallet Adapter.

Musical Mood Analysis | Python / Scikit-learn / XGBoost

- Built a machine learning system using Pandas and NumPy to preprocess Spotify audio features for mood classification.
- Trained multiple models, including Logistic Regression, Random Forest, and XGBoost, achieving 75% accuracy in predicting song mood.
- Applied StandardScaler and LabelEncoder in Scikit-learn to standardize features and optimize model convergence for mood classification.

Fridge Inventory App | JavaScript / React

- Developed a scalable, data-driven, full-stack inventory system to support dynamic user needs.
- Created RESTful APIs using Express.js to log, categorize, and manage items, enhancing personalized user tracking.
- Enhanced user interaction through a responsive React front-end, dynamically linked to a Node.js back-end.

Encrypted Messenger | Java / MySQL

- Developed a secure communication system using object-oriented design (OOD) principles and integrated JUnit test cases.
- Built a multi-threaded architecture to handle real-time communication, ensuring low-latency performance and smooth user interaction.
- Optimized database queries with Hibernate, improving read/write efficiency across high-traffic message storage.