

CÉSAR AMARO

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Education

University of Puerto Rico at Mayagüez

Expected Graduation Date: **Jun 2023**

Bachelor of Science in Software Engineering

GPA: 3.35, Major GPA: 3.52

- **Courses:** Data Structures and Algorithms, Concepts in Secure Coding, Database Systems, Operating Systems, Software Reliability Testing, Object Oriented Programming in Java

Skills

Languages: JavaScript, Java, Python, Dart, CSS, HTML, TypeScript, C#, Visual Basic, SQL

Technologies: ASP.NET (Core & Web Forms), Next.js, React.js, Flask, TailwindCSS, SvelteKit, PostgreSQL, Flutter

Other: Bilingual (English and Spanish)

Experience

Acumenian

Guaynabo, PR

Software Engineering Intern

Jun 2022 – Dec 2022

- Redesigned the **UI** of an **ASP.NET** web application to improve its functionality and user experience (**CSS, JS**)
- Implemented features on a live product with over **100 users** and improved component performance by **88%**
- Refactored different components and developed new features to improve a web application's performance, its user experience and to **decrease** export times by **55%** (**JavaScript, Visual Basic, SQL**)

Naval Sea Systems Command (NAVSEA)

Philadelphia, PA

Software Engineering Co-Op – Rotation 2

Aug 2021 – Dec 2021

- Learned **ASP.NET** in 2 weeks and developed a web application to store user-input in an **Oracle Database**
- Implemented the database and validated the input client and server-side before inserting it
- Redesigned an ASP.NET Master Page to make it user-friendly and give it a modern UI (**Figma, CSS, HTML**)

Software Engineering Co-Op – Rotation 1

Jan 2020 – Jul 2020

- Assisted in documenting and resolving cybersecurity threats encountered within the department
- Supported the development of a new platform to be used by U.S. Navy Ships around the world
- Researched information on **CI/CD** to aid the team in its future implementation in the codebase

Projects & Extracurriculars

Mail Application

Aug 2022 – Dec 2022

- Designed, developed, and deployed a full-fledged mail application using **React**, Flask, PostgreSQL, and Azure
- Implemented a **REST API** using **Flask** (Python) that interacted with the **PostgreSQL** database hosted on Azure
- Designed, created, and populated the **database schema** to run tests with the **API** and front-end functionality
- Developed front-end functionalities, such as the inbox, outbox, replies, read receipts, premium users, filtering by categories, searching by user, among others

Riot Games Player Statistics

Jan 2022 – Present

- Created a web application to display player statistics from the popular game League of Legends
- Implemented with Next.js (**React.js**) and retrieved player information using the Riot Games **API**
- Developed a responsive and pleasing UI using **TailwindCSS** following the mockup designs
- Currently re-writing the web app using Svelte, **TypeScript**, Tailwind, and creating its own **API** for better organization

Coki Racing Team

Mayaguez, PR

Software and Electrical Technician

May 2022 – Present

- Programmed an Arduino Uno for a small robotic car to start and brake when a sensor detects a specific color
- Worked with the electrical components that power the car and its sensors to detect a change in a chemical reaction