Cesar Ferreyra-Mansilla

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TECHNOLOGIES

Programming Languages HTML, CSS, JavaScript, PHP, Java, Python, OCaml
Frameworks & Libraries React, Node.js, D3.js, Bootstrap, SASS, Gatsby, Flask, Jest, Handlebars, Grunt
Creative Software Figma, Sketch, Photoshop, Illustrator

EDUCATION

Cornell University '21 | BA Information Science, minors in English and Computer Science
Coursework: Object-Oriented Programming | Data Structures | Functional Programming | Discrete Mathematics | Data-driven Web Applications | Design & Programming for the Web | Data Science | Natural Language Processing | Differential Equations | Multivariable Calculus | Statistics and Probability

EXPERIENCE

Heartbeat | Software Engineer ***New York, NY*** | *Fall 2021 – Fall 2022*

- Collaborated with creative and UX teams to deliver 6 WCAG 2.0 AA conformance healthcare websites.
- Slashed loading time by 50 percent leveraging server-side rendering with Handlebars and Express.
- Reduced content update speeds by 80 percent by migrating to a headless CMS, Contentful.
- Streamlined designer-developer handoffs by building a drag-and-drop web builder using Sketch's API.

FileOvr | Lead Frontend Engineer ***Ithaca, NY*** | *Spring 2021 – Summer 2021*

- Conducted user research and identified a target market in order to lead a team of developers and graphic designers through the development of a user-interface for a Peer-to-Peer file-sharing app.
- Incorporated Jest's testing library to the development cycle to ensure quality of the product.
- Spearheaded UX improvements through intuitive animations using the animation library, Framer Motion.

The Cornell Daily Sun | Software Engineer ***Ithaca, NY*** | *Spring 2019 – Spring 2021*

- Led the development and publishing of four high-traffic article pages using bootstrap, React, and d3.js.
- Built wireframes using Figma for covid-19 resources page with over 5 thousand page visits.
- Implemented custom embedded timeline for live news updates with the Twitter API.
- Employed agile methodologies (i.e. SCRUM, Kanban) to track progress and meet deadlines.

PROJECTS

crfmc.me | JavaScript (React) *Spring 2019*

- Constructed a REST API using Node.js, Express, and MariaDB to handle backend requests.
- Lazy loaded large assets to reduce first meaningful paint (FMP) by 40 percent.
- Leveraged UX/UI principles (hand position controls, touchscreen target sizes, intuitive navigation) to implement seamless mobile and tablet-friendly interfaces.

Take a Hike | Python *Spring 2021*

- Trained a supervised machine learning model to recommend hiking trails from live user reviews using Natural Language Processing algorithms: Levenshtein, Jaccard, and Rocchio Relevance Feedback.
- Web-scraped user data (reviews, tags, and ratings for trails) using BeautifulSoup's HTML parser.
- Provided an interactive map with OpenStreetMap and Overpass' APIs to display trail maps.

Coviz | JavaScript (D3.js) *Spring 2019*

- Built interactive map of worldwide covid-19 infection and immunization rates using d3.js.
- Presented data through position, shape, and color saturation using the geoJSON library.