

# Gustavo Fonseca

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## EDUCATION

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**Florida International University**

*Bachelor's of Science, Computer Science*

**December, 2023**

*Miami, Florida*

- Relevant Coursework: Operating Systems, Software Engineering, Systems Programming, Artificial Intelligence, Database Management, Applied Parallel Computing, Computer Architecture, Programming I, Programming II, Data Structures, Data Mining
- Awards & Honors: Dean's List, Florida Bright Futures, Florida Medallion, First Generation Matching

## SKILLS & INTERESTS

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- **Skills:** Java, Python, C#, C/C++, Unity, HTML, CSS, Object Oriented Programming, Data Structures & Algorithms, Multithreading, MySQL, NodeJS, Git, JSON, Scrum/Agile, React, Javascript, English, Portuguese
- **Interests:** Machine Learning, Full-Stack Development, Artificial Intelligence, Fishing, Unity, VR

## Relevant Experience

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**Launchcode Miami, FL**

**Software Engineering Bootcamp, Full-Time: August 2018 - November 2018**

- Participated in a comprehensive and immersive 20-week bootcamp focused on Python, delving into foundational programming concepts and in-depth exploration of front-end programming in Python

## Projects

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**LANGSCAPE: Language-driven Architectural VR Scape**

**Aug. 2023 – Present**

- An innovative project in Unity that aims to develop an immersive and interactive virtual reality (VR) experience, allowing users to control their environment using natural language exclusively
- Worked on integration of an AI assistant driven by state-of-the-art Large Language Models (LLMs), empowering precise understanding and execution of user-spoken instructions within the VR environment

**Discord-OpenAI-Bot**

**Jul. 2023 – Aug. 2023**

- Crafted the Discord-OpenAI-Bot aiming to unite AI image generation and language capabilities within a Discord environment
- Built a versatile virtual assistant in Discord, leveraging the contextual adaptability of OpenAI to dynamically alter its personality, catering to different conversational themes and prompts

**Rock-Paper-Scissors**

**Jul. 2023 – Aug. 2023**

- Conceptualized and developed a Rock, Paper, Scissors game utilizing gesture recognition technology, aiming to enhance my understanding of gesture recognition and networking
- Advanced the initial concept by creating a two-player gaming experience, enabling real-time gameplay interaction where both participants could engage in a competitive game of Rock, Paper, Scissors using hand gesture

**Bookstore Project**

**Aug. 2022 – Sep. 2022**

- Created a web application using Flask for the backend and React for the frontend, Utilized MySQL as the primary database for storing bookstore-related information
- Built a RESTful API with Flask, enabling the server to interact with the MySQL database to perform CRUD (Create, Read, Update, Delete) operations