

Grecia Ocando

407-867-8443 | grec1819@gmail.com | github.com/gocando

EDUCATION

University of Florida

Bachelor of Science in Computer Science

Gainesville, FL

Expected May 2026

Relevant Coursework

Data Structures, Software Engineering, Database Systems, Web Development

EXPERIENCE

Teaching Assistant - CIS 4301: Information and Database Systems

May 2025 – Present

University of Florida

Gainesville, FL

- Provided individualized instruction to 15+ students, boosting comprehension in SQL and database design.
- Led weekly office hours and hosted exam prep sessions, walking through sample problems and providing extra practice exercises to strengthen understanding.
- Guided project development by answering debugging questions, clarifying requirements, and helping students apply relational database concepts.
- Proctored exams and enforced academic integrity policies to ensure fair assessment.

Insurance Agent - Life, Health, Property, & Casualty

May 2022 – Present

Ocando & Tiniacos Insurance

Orlando, FL

- Built and managed a portfolio of 30+ clients, customizing over 20 insurance plans to meet individual needs.
- Expanded offerings to property and casualty insurance in 2025 after obtaining Florida 2-20 General Lines licensure, providing comprehensive client coverage.
- Streamlined documentation processes to ensure 100% regulatory compliance.
- Strengthened client trust and retention through effective communication and a consistent follow-up schedule.

PROJECTS

The Gamer Journal | *MEAN Stack* | [GitHub](#)

- Built a full-stack journaling platform for gamers to reflect on gameplay and support mental well-being.
- Developed backend using Express.js and MongoDB, integrating sentiment analysis and routing API calls.
- Implemented JSON Web Tokens (JWT) for secure user authentication and authorization.

littleC | *C++* | [GitHub](#)

- Designed and implemented a C-style interpreter to evaluate tree-based memory models.
- Built a custom lexer and recursive descent parser to tokenize, validate, and execute user-defined programs.
- Visualized runtime performance using Chart.js and automated builds/tests with Makefiles.

Minesweeper Game | *C++*

- Implemented algorithms to dynamically generate the game grid with randomized mines.
- Developed a user interface enabling players to flag, uncover tiles, and determine win/loss states based on logic.

TECHNICAL SKILLS

Programming Languages: C++, Python, JavaScript, SQL, HTML/CSS

Frameworks & Tools: Express.js, MongoDB, Git/GitHub, VS Code, Visual Studio, PyCharm, IntelliJ

Other: SolidWorks (basic), JSON Web Tokens, REST APIs

Languages Spoken: Spanish (native), English (fluent), French (conversational)