

# Grecia Ocando

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## EDUCATION

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### University of Florida

*Bachelor of Science in Computer Science*

Gainesville, FL

*Expected May 2026*

### Relevant Coursework

*Data Structures, Software Engineering, Database Systems, Operating Systems, Cyber-Physical System Security*

## EXPERIENCE

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### Teaching Assistant - CIS 4301: Information and Database Systems

May 2025 – Present

*University of Florida*

*Gainesville, FL*

- Taught SQL and database design concepts through individualized instruction and weekly office hours.
- Provided guidance by clarifying requirements and debugging issues.
- Proctored exams and enforced academic integrity policies to ensure fair assessment.

### Internship - Front-End Developer

Summer 2025

*Safeguard & Associates*

*Remote*

- Redesigned WordPress pages for improved usability and visual appeal.
- Maintained site reliability by keeping company information and events current.

### 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.
- Strengthened client trust and retention through effective communication and a consistent follow-up schedule.

## PROJECTS

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

- Contributed to a full-stack journaling platform that allows gamers to reflect on gameplay and support mental health.
- 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](#)

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

### Personal Portfolio | *React, TypeScript, Vite, Tailwind* | [GitHub](#)

- Built a responsive single-page portfolio with a custom canvas starfield, magnetic buttons, and scroll-driven UI.
- Deployed via GitHub Pages and configured a custom domain using Cloudflare (A/CNAME).

### 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

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

**Frameworks & Tools:** React, Express.js, TypeScript, MongoDB, Git/GitHub, VS Code, JetBrains IDEs, WordPress

**Other:** SolidWorks (basic), REST APIs (JWT Auth)

**Languages Spoken:** Spanish (native), English (fluent), French (intermediate)