

HAROLD PONCE

Software Engineer

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I'm a software engineer with a strong foundation in computer science and hands-on experience in full-stack development. I enjoy building applications that are intuitive, efficient, and impactful. I thrive in collaborative, fast-paced environments where problem-solving and continuous learning are essential, and I'm passionate about exploring new technologies and contributing to meaningful software solutions.

SKILLS

- **Languages:** Java, C#, JavaScript, SQL, C
- **Frameworks & Libraries:** ASP.NET, .NET Core, React, Spring
- **Tools & Platforms:** GitHub, Microsoft SQL Server, HTML/CSS, Docker
- **Concepts:** REST APIs, Object-Oriented Programming, Data Structures, Test-Driven Development, Agile, Clean Code

RELEVANT SOFTWARE DEVELOPMENT PROJECTS & EXPERIENCE

May 2023 - Present

[Hangman Web App](#) — Full-Stack Project (React, .NET, TypeScript, Vite)

- Built a full-stack Hangman game using React, TypeScript, and Vite on the frontend with a C# .NET Web API backend.
- Integrated two external REST APIs—one for random word generation and another for clue retrieval—to enhance gameplay functionality.
- Implemented core game logic, state validation, and asynchronous frontend-backend communication using RESTful services and JSON data handling.

[Dynamic Weather App](#) — Front-End API Project (JavaScript, HTML5, CSS3, OpenWeatherMap API)

- Developed a responsive weather application that fetches real-time weather data including temperature, humidity, wind speed, and conditions using the OpenWeatherMap REST API.
- Implemented city-based search functionality with dynamic DOM rendering based on API responses to provide an interactive user experience.
- Enhanced visual appeal and user engagement by integrating dynamic background changes and responsive design principles.
- Utilized asynchronous JavaScript (fetch API) and JSON parsing to handle API requests and display structured data in real time.

[Lakers Website Clone](#) — Front-End Project (JavaScript, HTML5, CSS3)

- Designed and built a responsive clone of the official Los Angeles Lakers website, replicating brand elements including color scheme, typography, logos, and layout across multiple screen sizes.
- Implemented a front-end e-commerce system with interactive product listings, shopping cart functionality, and dynamic UI features to support browsing and purchasing merchandise.
- Deployed project to Netlify, demonstrating familiarity with static site hosting, version control with Git, and basic CI/CD practices.

PROFESSIONAL EXPERIENCE

Sep 2024 – Jan 2025

[Infosys](#) - Associate Software Engineer

- Completed structured training on the .NET Framework, C#, ASP.NET, and SQL Server through internal learning platforms, solidifying a foundation in web development fundamentals including exposure to HTML, CSS, and React.
- Earned multiple certifications in software development, database management, and SDLC methodologies while emphasizing clean code practices to build maintainable and performant interfaces.
- Collaborated in daily team meetings with peers and mentors to discuss project progress, resolve issues, and exchange debugging insights using browser consoles, adapting quickly in a fast-paced development environment.

[Revature](#) - .NET Full Stack Developer and Java Intern

Feb 2024 – Sep 2024

- Developed and maintained full-stack web applications using ASP.NET Core, C#, Next.js, and SQL Server, focusing on scalable backend services and intuitive user interfaces.
- Created an interactive course registration platform using React, Next.js, and CSS, implementing user login, course search, and conflict resolution to improve student experience.
- Collaborated with cross-functional teams using GitHub and Agile methodologies to design and deliver functional software on time.
- Strengthened programming skills in Java, SQL, RESTful API development, and the Spring Framework through hands-on projects and structured coursework.
- Designed and implemented functional REST APIs following Test-Driven Development (TDD) principles and object-oriented programming (OOP) best practices.
- Completed over 100+ coding challenges focused on data structures algorithms, debugging, and clean code to enhance problem-solving and software design skills.

EDUCATION

[George Mason University](#) - Bachelor of Science in Computer Science

May 2023

[Northern Virginia Community College](#) - Associate of Science in Computer Science

May 2019