# Jair Garcia Fonseca

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#### **EDUCATION**

## University of Central Florida - Orlando, FL

May 2027

Bachelor of Science in Computer Science, GPA: 3.72

Relevant coursework: Intro to C, Intro to Discrete Structures, Computer Science 1, Computer Logic and Organization,

Object Oriented Programming, Security in Computing

Broward College – Davie, FL

Dec 2024

Associate of Arts in General Studies, GPA: 3.69

Relevant coursework: Intro to Comp. Science, Intro to C++

#### **EXPERIENCE**

### CodePath - Tech Fellow | Remote

May 2025 – Current

- Mentor 2–4 students per session by breaking down complex technical concepts and assignments, adapting
  explanations to individual learning styles, and ensuring alignment with the course pace and objectives, leading
  to improved comprehension and confidence
- Provide real-time support during sessions troubleshooting programming issues in Python and fostering a deeper understanding of foundational and advanced programming topics
- Collaborate with CodePath staff and fellow mentors to evaluate course effectiveness, analyze student feedback, and implement improvements that enhanced the overall learning experience and engagement metrics

#### **PROJECT EXPERIENCE**

# YourStocks - Backend Development | Hackathon

Sep 2025

- Designed and implemented a RESTful API using Spring Boot Java/JPA
- Integrated *AuthO* to serve as the Identity Provider (IdP), configuring the Spring Boot API as a *JWT Resource Server* to ensure secure, *token-based authentication* across all protected endpoints
- Engineered the core business logic for dynamically calculating individual stock values based on user check-in data and implemented transactional logic for currency deduction
- Developed a unified *RESTful API* to handle complex flows, including atomic Staking Transactions which deduct investor funds and record the resulting social investment
- Established reliable data persistence and retrieval mechanisms using *H2/PostgreSQL* and validated all routes using *Postman*

# Poke Leveling - Game Development | Personal Project

Dec 2024 - Jan 2025

- Built a Pokémon-inspired turn-based battle game in Python with Pygame, integrating PokeAPI to dynamically fetch moves and stats for 100+ Pokémon
- Designed custom pixel art animations, backgrounds, and battle stages using Aseprite
- Packaged into a standalone Windows executable with Pylnstaller and Inno Setup for easy installation
- Improved performance by adding a *client-side cache* to reduce API calls and rigorously testing for a seamless user experience

### Recycle Reader – Software Engineering | Hackathon

Sep 2024

- Built a Python/Kivy app to scan product barcodes and instantly identify recyclability, promoting sustainability
- Designed a user-friendly interface, integrated barcode scanning and API data retrieval, and performed manual testing/debugging for accuracy

# **SKILLS & CERTIFICATIONS**

Programming Languages: Python, Java, C, HTML/CSS, JavaScript

Certifications: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Animate

Languages: English (Fluent), Spanish (Fluent)

#### **LEADERSHIP & AFFILIATIONS**

CodePath | Tech Fellow | Remote KnightHacks | Member | Orlando, FL May 2024 – Current

Jan 2025 - Current