Alvaro Canseco-Martinez

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EDUCATION

BACHELOR OF SCIENCE (B.S.) - COMPUTER SCIENCE *Orlando, FL*
University of Central Florida *August 2024 - December 2027*

- Passed the Foundation Exam

ASSOCIATE IN ARTS (A.A.) - GENERAL STUDIES *Lake Worth, FL*
Palm Beach State College *May 2022 - May 2024*

- Magna Cum Laude
- Dual Enrollment Student

RELEVANT COUREWORK

- Computer Science 1 (DSA)
- Computer Science 2 (Advanced DSA)
- Object-Oriented Programming
- Intro to Programming with C
- Intro to Discrete Structures
- Computer Logic and Organization
- Systems Software
- Calculus I/II/II
- Physics I
- Professional Writing
- Statistics I

TECHNICAL SKILLS

Languages/Libraries: C, Python, Java, JavaScript, Rust, TypeScript, HTML/CSS, NumPy, Tailwind CSS

Tools/Frameworks: React, Node.js, Vercel, AWS, Git, Github, Visual Studio Code, IntelliJ, Microsoft Office Suite, Canva, Figma

ORGANIZATIONS

- Knights Hack @ UCF - Member
- ColorStack - Member
- Society of Hispanic Professional Engineers (SHPE) @ UCF - Member

CERTIFICATIONS

- American Red Cross - First Aid/CPR
- CodePath - Intro to Technical Interview Prep Course

WORK EXPERIENCE

PRODUCE/FLORAL CLERK *Corner Lakes Plaza*
Publix Super Markets Inc. - Orlando, Florida *June 2025 - Present*

- Stocked and rotated produce to ensure continuous freshness and quality for customers throughout the day
- Maintained a clean, well-organized department, delivered premier service to customers, and collaborated with team members

AFTERSCHOOL COUNSELOR *C.O. Taylor/Kirklane Elementary School*
School District of Palm Beach County - Palm Springs, Florida *January 2024 - August 2024*

- Worked with a group of 20+ students at a time, facilitating engaging activities with K-5 afterschool students
- Implemented and executed lesson plans, maintained accurate attendance/records, and assisted with schoolwork

PROJECTS

PERSONAL PORTFOLIO WEBSITE - Github *HTML/CSS, JavaScript*
Designed and deployed a fully functional website with interactive elements *September 2025 - Present*

- Built and deployed a responsive personal website that serves to showcase projects, resume, blog posts, creative work, and more
- Implemented responsive navigation with the use of Tailwind CSS that aided in the design and form of the website
- Utilized the music tracking API from Last.fm that displays the song that I am currently playing at any time
- Designed with accessibility, mobile responsiveness, and clean UI/UX principles in mind

CUSTOM PHYSICS ENGINE - GitHub *C, Raylib*
Built a collaborative physics simulation project in a 2D space *March 2025 - April 2025*

- Created a physics-based simulation engine with others to display the interactions of particles within a 2D environment
- Incorporated physics concepts such as Verlet Integration, Motion Collisions, Acceleration, Gravity, and more
- Used the Raylib dynamic library to render particles and sticks and serves to further understand physics visually
- Collaborated with others to develop project planning, game development, and physics skills