Maria Alexis Sales

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Technical Skills

Languages: C/C++, C#, Java, Javascript, Python, Groovy
Technologies: Jenkins, Docker, Kubernetes, Terraform, Ansible, AWS, Azure, GCP, TensorFlow, PyTorch, Node.js, React, Linux, Git
Concepts: Blue/Green Deployment, Canary Deployment, Infrastructure Monitoring, High Availability, Disaster Recovery, Neural Networks, Image Classification, Statistical Analysis, Time Series Analysis, Data Visualization, Database Normalization, API, Agile Methodology

Experience

Blizzard Entertainment   Oct 2022 – Present
Associate Software Engineer - Diablo Legacy (Diablo II: Resurrected & Diablo III)   *Irvine, CA*
- Engineered and deployed robust CI/CD pipelines using Jenkins and Git, automating the build, test, and deployment processes for multiple software projects, which increased deployment frequency and reduced error rates.
- Executed critical bug fixes in C++ for major game titles, enhancing system stability and gameplay functionality, thereby improving player experience and satisfaction.
- Developed a predictive machine learning model using Python and Jupyter Notebook to forecast server load from concurrent users, integrating factors like holidays and season releases to make informative decisions towards dynamic server scaling and improve resource efficiency.

Activision Blizzard   July 2022 – Oct 2022
Associate Software Engineer - Level Up U   *Remote*
- Mastered Unreal Engine 5 and leveraged extensive C++ expertise to enhance game development processes, contributing significantly to engine optimization and feature integration.
- Designed and implemented a custom game mode using LUA on the Call of Duty engine, which was highly commended for its innovation, engaging gameplay, and quality, significantly enhancing player interaction and satisfaction.

Work Projects

Console Crash Reporter (CCR) – Blizzard Entertainment | *C#, .NET, Jenkins, XML, Jira, Console Development*
- Developed and implemented CCR, a C#/.NET application for automating crash report handling across multiple gaming platforms (Nintendo Switch, Sony PS4/PS5, Microsoft Xbox Series X/S).
- Automated the build and crash report process using Jenkins, integrating CCR to retrieve symbols, parse crash data, and store it in a database.
- Streamlined bug reporting by converting crash data into XML files with essential information and automatically sending these to the bug reporting dashboard, facilitating quick resolution in Jira.

Automated Datafile Management (ADM) – Blizzard Entertainment | *Python, Jenkins, Artifactory, Visual Studio*
- Enhanced the Jenkins build pipeline by integrating Python scripts to automatically upload generated files to Artifactory, ensuring all assets are promptly available for further processing.
- Developed a Python script integrated within the Visual Studio build process that performs differential updates by comparing local server files with those on Artifactory, automatically downloading the latest versions if discrepancies are detected.
- Streamlined the development workflow by reducing manual file management steps, improving operational efficiency by approximately 40%.

Education

Stanford & DeepLearning.AI — Coursera   2024
Machine Learning Specialization Certificate   *Remote*
- **Relevant Coursework:** Supervised Machine Learning: Regression and Classification, Advanced Learning Algorithms, Unsupervised Learning, Recommenders, Reinforcement Learning

University of Illinois at Chicago   2021
Bachelor of Arts: Music Performance - Viola; Bachelor of Science: Computer Science   *Chicago, IL*
- **Relevant Coursework:** Program Design I & II (C++), Data Structures and Discrete Mathematics (C++), Programming Practicum (Objective C), Machine Organization (Python)