

Maria Alexis Sales

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Experience

Blizzard Entertainment

Oct 2022 – Present

Associate Software Engineer, Automations - Diablo Legacy

Irvine, CA

- Designed and implemented robust CI/CD pipelines using Jenkins and Git, automating the build, test, and deployment processes for multiple software projects.
- Leverage Python to develop and implement machine learning projects, enhancing cost efficiency and optimizing systems both within the game and across the company.
- Perform bug fixes for the main games using C++, ensuring the stability and functionality of the game code base.

Activision Blizzard

July 2022 – Oct 2022

Associate Software Engineer - Level Up U

Remote

- Acquired proficiency in Unreal Engine 5, applying prior knowledge of C++ to contribute to the development process within the engine.
- Studied game development processes and gained insights into various roles within the industry.
- Developed a custom game mode using LUA on the Call of Duty engine, showcasing adaptability and hands-on experience in game design and scripting.

Projects

Automated Datafile Management | Python, Jenkins, Artifactory, Visual Studio

- Developed Python scripts to orchestrate Jenkins pipeline automation, enabling seamless upload of datafiles to Artifactory upon each build completion.
- Implemented Python-based fetching script within Visual Studio build environment, facilitating dynamic retrieval and differential update of the most recent datafile from Artifactory, ensuring version consistency across builds.

Migration of Jenkins Build Scripts to Python 3 | Python, Jenkins, Docker

- Led the migration initiative to update Jenkins build scripts from Python 2 to Python 3, ensuring compatibility with modern Python environments and addressing the impending end-of-life for Python 2.
- Restructured existing build scripts and in-house Python modules to adhere to Python 3 syntax and best practices, mitigating namespace deprecation issues and optimizing codebase for future scalability.
- Collaborated closely with cross-functional teams to validate changes, conduct thorough testing, and deploy updated build scripts seamlessly, minimizing disruption to development workflows and enhancing overall system stability.

Education

Stanford & DeepLearning.AI — Coursera

Completed 2023 - 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

Attended 2016 - 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)

Technical Skills

Languages: Python, C++, Groovy

Technologies: TensorFlow, PyTorch, Jenkins, Docker, Kubernetes, Terraform, Ansible, GitLab CI, Prometheus, Grafana, ELK stack, Splunk, AWS, Azure, GCP, Node.js, React, Linux, Git

Concepts: Machine Learning, Deep Learning, Neural Networks, Image Classification, Statistical Analysis, Time Series Analysis, Data Visualization, Database Normalization, API, Blue/Green Deployment, Canary Deployment, Infrastructure Monitoring, High Availability, Disaster Recovery, Agile Methodology