Mariela Badillo

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EDUCATION

Florida State University — May 2024
Bachelor of Science in Computer Science, minor in Mathematics — gpa 3.8
Honors: magna cum laude

TECHNICAL SKILLS

Programming Languages: C++, Python, C, C#, Java, JavaScript, React, Node, HTML/CSS
Tools: Git, Github, Jira, Postman, VS / VSCode, Matlab, Docker

WORK EXPERIENCE

Associate Software Engineer — April 2025 - Present
Publix Technology - Lakeland, FL
- Support and maintain three production systems by diagnosing and resolving bugs reported from stores and internal teams using C#, SQL, and KQL in Azure.
- Investigate issues using Splunk and other monitoring tools to identify root causes, implement fixes, and ensure system stability and performance.
- Contribute to the development and enhancement of internal tools, improving workflows and efficiency across departments.

Software Development Engineer I — August 2024 - March 2025
Accelya - Remote
- Work closely with QA and incident managers to diagnose and resolve issues from System Integration Testing (SIT) and customer-reported incidents, ensuring seamless functionality.
- Retrieve and analyze crash logs from AWS S3 to investigate production failures, identifying root causes and implementing fixes to enhance system stability.
- Debug and resolve C++ backend issues assigned via Jira, improving system reliability and contributing to continuous improvement efforts.

R&D Software Engineer Intern — September 2023 - December 2023
Universal Creative - Orlando, FL
- Applied Python, C++ with ROS, and JavaScript to develop, debug, and test software components ensuring robustness and functionality across 7 varying projects.
- Engineered diverse applications such as facial recognition, facial detection, and identification scanning services, contributing solutions to enhance project functionalities.
- Assisted in the development and testing phases of prototypes, facilitating the successful deployment of innovative technologies in Universal Destinations and Experiences.

Software Development Engineer Intern — May 2023 - August 2023
Amazon Robotics - Boston, MA
- Developed and delivered an end-to-end application in C#, Unity and DynamoDB, contributing to feature design, implementation, and system integration.
- Led the creation and completion of epics and user stories in Jira, collaborating on code reviews and utilizing Git and CI/CD pipelines to ensure high-quality, efficient deployments.
- Engaged in Agile development methodologies by attending daily stand-up meetings and delivering regular status updates on assigned tasks and project advancement.

Undergraduate Teaching Assistant — August 2022 - April 2023
Florida State University - Tallahassee, FL
- Provided personalized support to over 100 students in an Introduction to C++ course, conducting 10–15 weekly office hours to clarify concepts, debug code, and reinforce foundational programming skills.
- Evaluated assignments with detailed feedback, helping students identify errors, improve coding practices, and develop problem-solving techniques.

RESEARCH EXPERIENCE

Animating Robotic Gait — Aug 2022 - May 2023
FAMU-FSU Optimal Robotics Lab - Dr. Hubicki
- Enhancing a static CAD model of a robotic system by adding articulated joints and motion capabilities within SolidWorks, resulting in a dynamic and functional prototype

Speed Optimization of Bipedal Robot on Rough Terrain — Aug 2021 - May 2022
FAMU-FSU Optimal Robotics Lab - Dr. Hubicki
- Presented progress updates to mentor and peers at weekly meetings.
- Manipulated differential equations to program a simulated bipedal robot in Matlab
- Curated and presented findings through scientific poster at undergraduate research symposium