

Nina Maeva MAZADIEGO CORTÉS

github.com/MaeMazcort | linkedin.com/in/maeva-mazadiego

EDUCATION

Universidad de las Américas Puebla (UDLAP)

Puebla, Mexico

Graduation date: December 2025

- **Major:** Computer Systems Engineering.
- **Cumulative GPA:** 3.9/4.0
- **Honors Program:** Selected as part of the top 15% of the student body for academic excellence. Conducting research on deep learning algorithms for video classification and recognition of traditional Mexican dances under the supervision of a Ph.D. professor.
- **Full Academic Scholarship:** Academic Excellence.
- **Relevant Coursework:** Data Structures · Object-Oriented Programming · Advanced Databases · Operating Systems · Graphics and Videogames · Artificial Intelligence · Networking · Linear Algebra · Discrete Math

Université Concordia

Montreal, Canada

September – December 2023

- **Major:** Exchange semester in Computer Science.
- **Relevant Coursework:** Parallel Programming · Embedded Systems

EXPERIENCE AND LEADERSHIP

Microsoft

Washington, USA

Software Engineer Internship. Distributed Tracing and Distributed Systems

Summer 2023

- Designed a system layer to manage data across regions, enhancing scalability and performance using C#.
- Enhanced service reliability through focused unit testing and validation of developed components.
- Extended API for metrics, improving data processing and system performance.

Explore Internship (Software Engineer + Product Manager). Data Science

Summer 2022

- Conducted multi-cloud platform telemetry analysis to identify inefficiencies, using Python for data pipeline integration.
- Developed exception telemetry parsing functions for raw data analysis.
- Generated heat maps and graphs for data interpretation using streams.

Microsoft Learn Student Ambassador

July 2021 – Present

- Participated in and organized impactful activities for society within the technology sector.
- Helped other students to boost their skills and knowledge within the area.

Auronix

Remote, Mexico

Software Engineer Internship. DevOps

Summer 2021

- Designed new features in the infrastructure of Chatbots and Conversational Experiences.
- Contributed to automating Docker container creation.

omegaUp

Remote, Latin America

Education department

August 2020 – Present

- Organize the Mexican Girls' Olympiad in Informatics (OFMI).
- Teacher at the “[Problem-based learning as a teaching resource](#)” training course, designed to train teachers in the field.
- Creation of educational videos on logic reasoning for omegaUp [YouTube channel](#), benefiting thousands of students.

Committee of the Veracruz State Olympiad in Informatics (COVI)

Veracruz, Mexico

Teacher

April 2021 – Present

- Teacher at the “Veracruz State Basic Course for the Olympiad in Informatics”.
- Part of the team in charge of creating and selecting programming problems for the State Olympiad.

SEFER Education

Remote, Latin America

Creator and instructor of the “[Programming Course from Scratch](#)”

September – November 2020

- Instructed fundamentals of programming, problem-solving and basic C++ syntax reaching over 20,000 students.
- Founded and led a youth initiative focused on educational enrichment, mobilizing 30+ members and increasing community outreach.

PROJECTS

[Verdant App development in Swift](#) | iOS Lab Local Hackathon at UDLAP

March 2024

- Created an app in Swift for sustainable gardening, fostering connection with nature and self-sufficiency through an educational and accessible platform.

[Battleship Game development in C](#) | Operating Systems Class

March – May 2023

- Developed a multi-threaded Battleship game in C, utilizing POSIX standards, process management, signal handling, and alarm functionalities to deliver an optimized gaming experience.
- Incorporated threading and processes for simultaneous gameplay, applying concurrency concepts to the core logic to enhance user experience and system efficiency.

[Pac-Man Game development in Java](#) | Object-Oriented Programming Class

October – November 2019

- Created a Pac-Man game in Java during my 3rd semester of high school, integrating a graphical interface and collision detection while gaining expertise in Object-Oriented Programming best practices.

AWARDS

European Girls' Olympiad in Informatics (EGOI)

2021

- **Honorable mention** in the 1st EGOI in Zurich, Switzerland.

Mexican Olympiad in Informatics (OMI)

2019 – 2020

- **Bronze medal** in the 25th OMI, online.
- **Honorable mention** in the 24th OMI in Culiacán, Sinaloa.

Annual Programming Competition “Donald Knuth” by the [National Polytechnic Institute of Mexico](#) (IPN ESCOM)

2020 – 2021

- **Top 5 Diversity Award** at the XIII Annual Programming Competition.
- **6th place** in the Women's Division Mx at the XII Annual Programming Competition.

Latin America Challenge “Emprenday” by [SOLACYT](#)

2020

- **Bronze medal** at the Competitive Programming category in Emprenday Season 2.

SKILLS

Programming languages and Technologies

Proficient: C/C++, Python, Git | **Intermediate:** C# | **Familiar:** Java, Swift, SQL, OQL, HTML, CSS, Docker, Latex

Languages: Spanish (native), English (C1 IELTS), French (A2)