Dianelys Rocha

Embedded Software Engineer
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Professional summary

Dynamic Software Engineer at Pixels On Target specializing in embedded systems and computer vision. Proficient in Python and C/C++; collaborated with cross-functional teams to develop a robust computer-vision pipeline, optimize Yocto infrastructure, and mentor peers to deliver innovative solutions.

Employment history

Software Engineer, Sep 2023 - Present
Pixels On Target, Sunrise, FL

- Modified Yocto Linux builds for device specifications
- Designed modular SPI framework for STM32/i.MX8M Plus
- Implemented adaptive image analysis in low-light conditions
- Created debug tools to enhance system reliability
- Mentored interns in embedded systems development

Software Engineer Intern, May 2023 - Aug 2023
Pixels On Target, Sunrise, FL

- Developed C++ driver for haptic motor with modular design
- Enhanced user experience via I2C communication
- Conducted thorough device testing, resolving critical issues
- Improved software reliability with targeted adjustments

Projects

- [Smart Seawall](#)
- [SparkDev 2022](#)
- [Block Programming Demo in Scratch](#)
- [Simple mBot sensor project](#)
- [Java I Final Assignment](#)

Education

Bachelor In Computer Engineering, Jul 2024
Florida International University, Miami, FL

Graduated magna cum laude.

Links

LinkedIn : [linkedin.com](#), GitHub: [github.com](#).

Skills

Operating Systems, Firmware Development, Debugging Skills, Problem Solving, Collaboration, Yocto Project, Embedded Linux, Computer Vision, C++ Programming.