

Maia Gervasone

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Portfolio Website: sites.google.com/view/maiaervasone/home

EDUCATION

University of Florida, *Bachelor of Science*

Gainesville, FL

Major: Computer Science **Minor:** Digital Arts and Science

Bachelor's: December 2023

Certification: Artificial Intelligence Fundamentals and Applications

GPA: 3.43

INDUSTRY SKILLS

Programming Languages: Python, C++, Java, SQL, C#, JavaScript, Bash, HTML, CSS, & MATLAB

Technical Skills: Git; Unity for Game Dev; Android Studios for Mobile App Dev; Maya 3D & Blender for 3D Modeling

Fluent in 3 languages (English, Spanish, and Italian)

EXPERIENCE

Software Dev Engineer Intern, Amazon – Alexa (Seattle, WA)

Summer 2023

- Worked with **AWS** technologies including DynamoDB database, S3 storage bucket, and Alexa 1P Skill
- Successfully integrated **LLM** through API calls for voice-based interactions and speech utterances
- Employed sophisticated pre-processing techniques, prompt-engineering, and feature extraction methods, which led to a **37% reduction** in response time

Software Engineer Intern, L3Harris Space and Airborne Systems (Palm Bay, FL)

Summer 2022

- Upgraded message validation tool using Python for use with RabbitMQ message broker to validate the contents of **100+ messages per minute** and detect any anomalies
- Automated HTML documentation generation from JSON Schema files using Python and Bash scripts, and updated them on a local webpage I designed to enhance employee productivity

Research Aid for Sim-to-Real Project, ICAI Comillas Pontifical University (Madrid, Spain)

Spring 2022

- Optimized the use of transfer learning and neural networks for a real-time object detection machine
- Created Python scripts using the YOLOv5 object detection models that learned to identify Lego pieces in real-time based on their characteristics of color, shape, and size in Google Colab with above **85% accuracy**

LEADERSHIP

Lead UI/UX Director, Society of Hispanic Professional Engineers chapter at UF

2023 – Current

- Collaborates with cross-functional teams, including developers, product managers, and marketing, to drive design excellence throughout the product development lifecycle.
- Expertise in Figma as the primary design tool, using it to create wireframes, mockups, prototypes, and design systems.

Treasurer, Girls Who Code chapter at UF

2022 – 2023

- Managed finances to enhance member participation and facilitate the provision of merchandise and technology equipment
- Collaborated with sponsors to create packages with info sessions, speaking slots, Q&A sessions, and workshops for the club

Web Developer, Association of Computer Engineers chapter at UF

2022 – 2023

- Part of a software engineering team which develops the website for ACE
- Working in JavaScript, HTML, and CSS; managing weekly tasks to improve website and delegating scrum meetings

PROJECTS

Project Manager, Mobile App – PayScale

2022

- PayScale allows users to compare job offers in different locations by calculating the net salary after factoring in state taxes, income taxes, federal taxes, cost of living, and grocery costs
- Built using **Android Studios**; Coded in **Java**

Project Manager, Mobile App – Carpool Connect

2021

- Rideshare application exclusively for university students with the aim of reducing carbon emissions
- Uses Google Maps API & implemented in-app payments using PayPal API to ensure safe transactions between users
- Built using **Android Studios**; Coded in **Java & Kotlin**

Curated Playlist

2021

- Created a program in C++ which generates a curated playlist from a user's musical preferences
- Uses a dataset of **175k+** songs in combination with our recommendation algorithm based on Spotify's

Hackathon – Solstice Plaza

2020

- Winner of Hack Solstice; **Won** "Best use of EchoAR" for project; Coded in **C#** + used **Maya 3D**, **Unity**, and **EchoAR**
- Created an **AR** version of UF's Library West to be implemented in a multiplayer online lobby