

Mackenzie Fileman

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University of Florida

B.S. in Computer Science, Digital Arts & Sciences minor

December 2023

GPA: 3.71

Relevant Courses: Algorithm Abstraction & Design, Operating Systems, Natural Language Processing, Programming Language Concepts, Information & Database Systems, Data Structures & Algorithms, Network Fundamentals, Programming Fundamentals 1 - 2, UX Design, Linear Algebra, Engineering Statistics

Skills

Proficient: C++, Java, Git, Linux

Experienced: Python, SQL, PHP, HTML, CSS, JavaScript, Angular, jQuery, MATLAB

Technologies: Postman, Retool, Figma, IntelliJ, Clion, PyCharm, Visual Studio, Maya, Cinema4D

Certifications: AWS Certified Cloud Practitioner, UF Artificial Intelligence Fundamentals and Applications

Experience

Software Engineer @ USAA, Delivery Automation Enablement Team

June 2024 - Present

- Manage and maintain USAA's GitLab and GitLab CI infrastructure, supporting over 1,200 development teams across the enterprise
- Design, implement, and optimize CI/CD pipelines to streamline software delivery and improve engineering efficiency
- Serve as a Site Reliability Engineer (SRE) for GitLab services, upholding a 99% SLO for availability and performance
- Collaborate with cross-functional teams to enhance developer workflows, reduce manual processes, and promote automation best practices
- Contribute to internal documentation and tooling standards to support knowledge sharing and platform adoption

Software Engineering Intern @ LegalZoom, Process & Validation Team

June 2023 - August 2023

- Built internal tool using **Retool** and **JavaScript** that allowed employees to manage robotic process automation (RPA) triggers
- Compiled and tested API calls using **Swagger** and **Postman**
- Facilitated meetings with other developers to discuss REST API management and improve project design
- Created technical documentation outlining the tool's functionality, architecture, and usage instructions, ensuring ease of adoption for team member

Software Engineering Intern @ BNY Mellon, Corporate Technology Risk Team

June 2022 - August 2022

- Developed a data service using **Java Spring Boot** that delivers aggregate trade data from the **Hadoop Distributed File System** to the application frontend
- Verified integration between the data service and UI endpoints using **SQL**, **Java 17**, and **Swagger**
- Achieved **97%** coverage when writing unit tests

Undergraduate Teaching Assistant @ UF, Programming Fundamentals 2

January 2021 - December 2021

- Lead discussions identifying favorable programming solutions for class assignments
- Strengthen computer science concepts such as memory allocation, pointers, and foundational data structures
- Motivate 40+ students to actively learn and develop their understanding of **C++**

Projects

Swamp Sounds

Fall 2023

- Creating a platform with social interaction functionality to enhance user engagement during audio playback, integrating the **Spotify API**
- As project manager, scoped tasks into project milestones and actively helped team to ensure timely completion
- Spearheaded the project's planning phase, creating wireframes and an entity relationship diagram to guide design and development efforts
- Implemented secure user authentication using **Flask** and **Python**, ensuring a robust and user-friendly experience

CineGator

Spring 2023

- Collaborated within a 4-member team to design and implement a movie review system allowing users to create accounts, rate movies, and post comments
- Played a pivotal role in developing the backend functionality, employing **PHP** scripting to securely create, manage, and store user accounts within a dedicated database
- Established **SQL** queries to seamlessly integrate the IMDB API, enabling smooth retrieval of movie data