

Maria Feudo

Software Engineer

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WORK EXPERIENCE

Sports Idol Nation - Bootstrap-Funded Sports Technology Startup	San Francisco, CA
<i>Software Engineer - Full Stack</i>	<i>January 2023 – Present</i>

- Led engineering team of 4+ developers using React Native/TypeScript, establishing code review processes that improved deployment reliability by 50%
- Architected full-stack mobile platform for pre-launch company with React Native frontend and FastAPI backend serving 5K+ curated beta users, reducing cross-platform development costs by 30%
- Drove technology strategy selecting React Native, PostgreSQL, and DigitalOcean
- Built CI/CD pipeline with Docker enabling zero-downtime deployments and 3x faster delivery
- Designed scalable API architecture using FastAPI and PostgreSQL, handling 500k+ requests/month with 60% improved response times through query optimization
- Established testing culture with pytest achieving 85% code coverage, preventing 12+ production bugs
- Built secure Stripe payment infrastructure with PostgreSQL data models for beta monetization, implementing PCI-compliant validation and supporting multiple payment methods
- Created React/Next.js content management platform for sports publishing with automated workflows, enabling non-technical team members to publish articles and reducing deployment time by 80%
- Mentored junior developers while optimizing React Native performance by 50%

Evans Data Corporation - Developer Tech Surveys	San Francisco, CA
<i>Data Analyst</i>	<i>October 2021 – March 2022</i>

- Built automated survey platform using Python and SQL, collecting data from 10+ countries
- Designed and deployed scalable data pipeline infrastructure for recurring global market research
- Developed data analysis tools and scripts for AI/ML and cloud computing survey datasets
- Implemented automated QA validation systems, reducing data processing errors by 40%

RESEARCH PROJECTS

The Witch - Research Project	Santa Cruz, CA
<i>Software Engineer</i>	<i>October 2019 – March 2021</i>

- Developer on a faculty-led research project under Associate Professor Elizabeth Swensen, developing an RPG in Unity using C#, PHP, and JSON. Responsible for core gameplay systems, UI/UX design
- Led cross-platform deployment to Windows, macOS, and Linux, ensuring stable performance

EDUCATION

University of California, Santa Cruz	Santa Cruz, CA
<i>BA in Art & Design: Games and Playable Media, Summa Cum Laude (GPA: 3.95)</i>	

- Computer Science concentration; Dean's Honors List; Departmental Art Award

SKILLS

Languages & Frameworks: TypeScript, JavaScript, Python, SQL, React, Next.js, React Native, Node.js, FastAPI, Django, Redux Toolkit, RTK Query, GraphQL, HTML, CSS

Full-Stack & Infrastructure: PostgreSQL, Redis, Docker, CI/CD, Microservices, REST APIs, Query Optimization, Caching Strategies, React Native, UI/UX Implementation

Tools & Systems: AWS (EC2, Lambda), Git, GitHub Actions, Figma, Jest, React Testing Library, pytest, Webpack, Vite, ESLint, Prettier, Postman, OAuth 2.0