EMILIA PAREDES
Software Developer Engineer

📞 +34 678 268 436

✉️ mariieparedes@gmail.com

🖥️ www.emilia-paredes.com

📍 Madrid, Spain

Education

Real Time Interactive Simulation
Digipen Institue Of Technology
2017-2021

Graphic Design & Interactive Media
Universidad San Francisco De Quito
2015 - 2017

Expertise

C++ C C#	Unity
Java	GLSL
Scala	OpenGL
JQuery	WebGL
Unreal 4 & 5	HTML5
AWS & Cloud	React
Computing	Java
Design Patterns	SQL
Machine	NoSQL
Learning	

Languages

English

Spanish

German

👤 Profile

I am a creative and technically proficient Software Development Engineer with a strong foundation in both programming and design, currently working at Amazon. A graduate of DigiPen Institute of Technology Bilbao – Europe, I bring over 4 years of professional experience in software development, building immersive, user-centric products that merge technical precision with engaging design.

My passion lies in creating meaningful experiences—whether through games, applications, or tools—that people genuinely enjoy using.

Having lived and studied in Ecuador, Spain, Turkey, and Bahrain, I offer a global perspective and excellent cross-cultural communication skills.

💼 Work Experience

2022 – present

Amazon
Software Developer Engineer

- AWS, CloudFormation, EC2, Serverless services, S3, DynamoDB, VPC, Load Balancers, IAM, KMS, Secret Manager, CloudWatch, XRay, CICD Pipelines, Java, C++, C, Javascript/Typescript, Scala, Docker, SQS, SNS, SageMaker, Bedrock.
- Design and implement scalable and fault tolerant systems according to business and customer requirements.
- Write clean, efficient, and well-tested code with end-to-end experiences
- Solve ambiguous problems with well stablished design patterns

2020 – 2022

Freelancer
Software Developer Engineer

- C++, C, Java, Javascript, Typescript, CSS, HTML, WebGL,
- Design, build, test, and deploy software applications and features. Write clean, concise, and scalable code
- Work in an agile environment to release software on a regular schedule
- Troubleshoot and debug software.

2019 – 2020

Thunderfoot
Content Developer Associate

- Javascript, HTML, Typescript, WebGL
- Lead 3D programmer for web pages. In charge of maintenance and development while working with front and back end for a unified final product. Communicating with costumers to meet their needs.
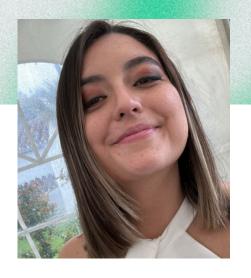- Manage time and resources to meet deadlines and launching dates.

2015 – 2016

Blue Trade SA
Database & software developer

- S3, DynamoDB, AWS, Cloud Computing
- Troubleshooting, debugging, maintaining and improving existing software.
- Extracting and/or loading data.
- Authenticating data.

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Soft Skills

Communication
Time Management
Problem Solving
Attention to Detail
Adaptability
Customer Obsession

Other Skills

Adobe After Effects
Adobe Photoshop
Adobe Illustrator
Adobe Audition
Autodesk Maya
Microsoft Office
3DS Max Visual Studio

Countries of Residence

Spain
Turkey
Ecuador
Bahrain

💼 Projects

2025

Amazon Haul - Domestic Selection
Software Developer Engineer

- Initiative part of Amazon Haul to expand offer selection world wide by enabling aDesigned and implemented backend solutions for the Amazon Haul Domestic initiative to automatically cross-list Amazon.com offers to Amazon Haul, ensuring price accuracy, search indexing, and correct merchant attribution in compliance with legal and business requirements.
- • Delivered production-quality code across distributed systems, coordinating with multiple SDE teams to integrate changes into independent services under high code quality and compliance standards.Amazon.com offers to be available in Amazon Haul.

2025

Amazon Haul - Spain France Italy
Software Developer Engineer

- Expand end to end experience of a new store within amazon that offers a wide range of low-priced items
- Collaborated with cross-functional teams to clarify technical feasibility of compliance requirements and integrate them into system design and implementation.

2025

Amazon Optics
Full Stack Engineer

- End to end customer experience for a new Amazon category for prescription eyeglasses.
- Front and back end development focused on developing a full customer experience with a tight launch date while fulfilling stakeholder requirements.

2022 - present

Amazon Projects
Full Stack Engineer

- Purchase Shield - Building block project to offer restricted products to customers maintaining privacy, availability and reliability.
- Design, develop and maintain different verticals from an end to end experience for restricted products in various marketplaces and regions.

2020 - 2022

Unreal 4/5 Projects
Software Development Engineer

- Part of different undisclosed Videogames made in Unreal.
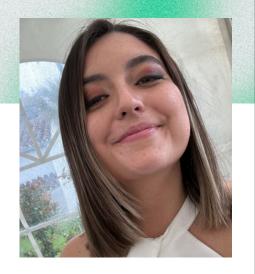- Production of different aspects such as UI, Engine, AI and Gameplay

2021

Videogame - Eyes Of Minerva
UI, AI and Gameplay Developer

- 3D stealth first person puzzle game made in Unreal Engine 4.
- Developed & implemented enemy AI and various gameplay elements. Designed and applied all game UI and visual effects.

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Adobe Audition
Autodesk Maya
Microsoft Office
3DS Max Visual Studio

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Spain   Turkey

Ecuador

Bahrain

💼 Projects

2020 | **Videogame - Project Orion**

Producer, Gameplay and Engine Programmer

- 3D Third person spaceship arcade shooter made in C++ from scratch.
- Designed and implemented weapon system. Develop various tools and engine elements.

2019 | **Videogame - Back To Life**

Producer, Gameplay, Engine and UI Programmer

- 2D Puzzle-Platformer made in C++ from scratch.
- Animation system. All player and camera mechanics. Various gameplay elements & engine elements.

2018 | **Videogame - Lawn Of The Dead**

Producer, Gameplay and Engine Programmer

- 2D Fast paced Player vs. Player, real-time-strategy game made in inhouse C++ engine.
- Developed general gameplay and game design.

2018 | **Videogame - Poke Off**

Producer, Gameplay and UI Programmer

- Fast paced Player vs. Player, Real-Time-Strategy game made with inhouse Zilch engine.
- Developed general gameplay and game design.