Julia Connelly

A curious, quick-learning, and hard-working software engineer

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EXPERIENCE

General Electric Healthcare, WI — *EEDP Software Engineer*

JUL 2018 - PRESENT

Member of the Edison Engineering Development Program — a technical leadership program. Exposed the C++ MR image reconstruction pipeline in a Python SDK to enable neural network development. Released with a custom Docker environment.

Applied Predictive Technologies, VA — *Intern*

JUN 2017 - AUG 2017

Planned, developed, tested, and deployed a brand new trend chart feature to clients.

EDUCATION

Johns Hopkins, MD — Master of Science in Computer Science

MAY 2018 - PRESENT

Coursework in artificial intelligence, cloud computing, systems, and software engineering.

Carleton College, MN — Bachelor of Arts in Computer Science

SEP 2014 - JUN 2018

3.8 GPA, graduated Magna Cum Laude.

SKILLS

C++/C, Python, C#, Java, JavaScript, SQL, CSS, HTML, MATLAB

Docker, Jupyter, Visual Studio, PyCharm, CMake, Git, Perforce, React Native, Unity, OpenGL

AWARDS

Academic Excellence Award in Computer Science from the Danish Institute for Study Abroad for video game development coursework.

Toni Award in the Arts from Carleton College for lighting design for the performing arts.

Carolyn Appelbaum Award in the Arts from Carleton College for leadership in the technical theater community.

Phi Beta Kappa Member

PROJECTS

Wellness Challenge Mobile App — Senior Project

Worked directly with clients to design and launch a mobile application on an accelerated timeline. Collaborated with a team of 6 to develop the app using React Native. Received a grade of distinction from faculty members for leadership and development expertise.

Graphics Engine — Class Project

Created a software based graphics engine in C. Retrofitted the engine with OpenGL to improve performance and add extensibility. Integrated the Open Dynamics Engine API to add physics interactions to the engine.