Julia K Connelly

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EDUCATION

CARLETON COLLEGE
B.A. IN COMPUTER SCIENCE
Northfield, MN|Expected June, 2018
• 3.8 GPA: Dean's List Recipient

SKILLS

Java • FXML • Git • C# • Unity • IntelliJ • Python • MIPS • HTML5 • LaTeX • MyBalsamiq • Adobe Premiere • QLab • ETC Lighting Consoles

COURSEWORK

•Video Game Development
•Artificial Intelligence
•Digital Electronics
•Human-Centered Computing
To Be Completed by Summer 2017:
•Graphics
•Software Design
•Data Mining
•Programming Languages

PROJECTS

ELEGIT|STUDENT RESEARCHER
April 2016 - Present
• Git client developed to teach students how Git works. Built with Java in IntelliJ. Developed using TDD.

MUSICAL PLATFORMS|GAME DESIGNER AND PROGRAMMER
September - October 2016
• Video game where the platforms make music. Created in Unity using C# scripting.

WEBSITE

https://connellyj.github.io/

EXPERIENCE

CARLETON COLLEGE|RESEARCH STUDENT
April 2016 - Present|Northfield, MN
• Use Java and IntelliJ to develop a Git client that teaches students how to use Git.
• Complete user studies to analyze the effectiveness of the client.

CARLETON COLLEGE|ACADEMIC TECHNOLOGY ASSISTANT
January 2016 - Present|Northfield, MN
• Effectively communicate with faculty and students to solve technology issues.
• Learn and utilize new tools as required like Moodle, Wordpress, and PHP.

WEITZ CENTER FOR CREATIVITY|SHOPWORKER
September 2014 - Present|Northfield, MN
• Maintain strong communication through fast-paced, high-stress situations.
• Cooperatively lead groups of 6 or more other students in substantial projects like hanging a light plot or fixing lighting instruments.

ACTIVITIES & OTHER EXPERIENCE

TECHNICAL THEATER TEAM|PRESIDENT
May 2015 - Present|Northfield, MN
• Manage all technology and resources in the theater like light and sound systems, and lumber.
• Coordinate events and safety for all members.

CHILDREN'S THEATRE COMPANY|ELECTRICS INTERN
June 2015 - August 2015|Minneapolis, MN
• Collaborate with 20 professionals in the field to complete tasks such as hanging/striking a show and instrument maintenance.

MINNESOTA STATE FAIR|STAND MANAGER
August 2008 - Present|St. Paul, MN
• Direct a team of 5 people through 12 demanding days by fostering a healthy team environment, organize and track all finances and inventory efficiently