Julia K Connelly

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EDUCATION

CARLETON COLLEGE
B.A. IN COMPUTER SCIENCE
Northfield, MN|Expected June, 2018
• 3.8 GPA: Magna Cum Laude
• Phi Beta Kappa member
• Recipient of the Toni and Carolyn Applebaum Awards in the Arts

DANISH INSTITUTE FOR STUDY ABROAD
Copenhagen, Denmark | Fall 2016
• Academic Excellence Award in Computer Science

SKILLS AND COURSEWORK

C • C# • Python • Java • JavaScript • SQL
• Unity • OpenGL • Git • Visual Studio

• Computer Graphics
• Operating Systems
• Artificial Intelligence
• Algorithms
• Software Design
• Digital Electronics
• Computer Networks

OTHER PROJECTS

GRAPHICS ENGINE
January - March 2016
• 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.

SCHEME INTERPRETER
April - June 2016
• Wrote an interpreter for Scheme in C.
• Used standard C programming practices to keep code clean and organized.
• Utilized a debugger to prevent any memory leaks and to fix errors.

EXPERIENCE

APPLIED PREDICTIVE TECHNOLOGIES
SOFTWARE ENGINEERING INTERN
June 2017 - August 2017|Arlington, VA
• Professionally developed web-based software in an agile environment that helps businesses make smart, data-driven decisions.
• Deployed a trend chart feature to clients by the end of the summer.
• Extensive experience with industry software development practices, reviewing software requirements, and writing unit tests.

CARLETON COLLEGE
RESEARCH STUDENT
April 2016 - January 2017|Northfield, MN
• Developed a Git client that teaches students how to use Git while using it.
• Extensive experience with Git and Java

WELLNESS CHALLENGE APP
September 2017 - March 2018
• 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.

GENETIC ART
April - June 2016
• Developed a genetic programming algorithm in Java to evolve aesthetically pleasing images.

MUSICAL PLATFORMS
September - October 2016
• Designed and programmed a 2D platformer game using Unity and C# that creates music.
• Developed an algorithm to store and playback music notes in the game.

Source code for these and other projects can be found at https://connellyj.github.io/