Julia K Connelly

952-688-1450 | juliakconnelly@gmail.com | https://connellyj.github.io/

EDUCATION

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

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

SKILLS

C • C# • Java • JavaScript • SQL • HTML • CSS • Unity • Python • Scheme • MIPS • GLSL • OpenGL • .NET MVC • Git • IntelliJ • Visual Studio • LaTex • Maven • Gradle

RELEVANT COURSEWORK

• Computer Graphics
• Linear Algebra
• Operating Systems
• Evolutionary Computation
• Artificial Intelligence
• Video Game Development
• Algorithms
• Software Design
• Digital Electronics

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.
• Proficiency with test-driven development, Java's concurrency framework, and software design methods.

CARLETON COLLEGE
|SHOPWORKER
September 2014 - Present|Northfield, MN
• Led groups of 5 to 10 students in projects to help prepare the theater space for performances.
• Gained valuable skills such as leadership, communication, and organization.

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/