Julia Connelly

(952) 688-1450
juliakconnelly@gmail.com
connellyj.github.io

Software engineer with 2+ years of experience and a B.A. in Computer Science. A quick-learning and curious worker experienced with a wide variety of technologies. Enjoys taking ownership of projects. Often recognized for clean code and innovative use of software patterns.

SKILLS

Proficient:
C/C++
Python
Git

Familiar:
C#
Java
Docker
Perforce
UNIX
JavaScript
Unity
Matlab

Working:
Visual Studio
CMake
AWS
SQL
React Native
HTML5
CSS

EXPERIENCE

General Electric Healthcare, WI — *EEDP Software Engineer*

JUL 2018 - PRESENT

Member of the Edison Engineering Development Program (EEDP), which is a technical leadership program within GE. Exposed the C++ MR image reconstruction pipeline via a Python SDK using Boost to enable neural network development with Tensorflow. Created APIs in C++, Matlab, and Python to access raw data from an MR scan file rather than the fully reconstructed image.

Applied Predictive Technologies, VA — Software Engineering *Intern*

JUN 2017 - AUG 2017

Independently planned, developed, tested, and deployed a new trend chart feature to clients during the course of the internship. Used a complete web stack including SQL, C# .NET, and JavaScript.

EDUCATION

Johns Hopkins, MD — *M.S. in Computer Science, Enterprise and Web Computing*

MAY 2019 - PRESENT

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

Carleton College, MN — *B.A. in Computer Science*

SEP 2014 - JUN 2018

3.8 GPA, graduated Magna Cum Laude. Received an Academic Excellence Award in Computer Science for video game development coursework. Received the Toni Award and the Carolyn Applebaum Award in the arts for leadership and expertise in the technical theater community.

PROJECTS

Wellness Challenge Mobile App — *Senior Project at Carleton College*

Worked directly with clients to design and launch a mobile application on an accelerated timeline. Acted as a product manager for a team of 6; tracked tasks using Trello, ran team meetings, set software design patterns across the app, and developed code in React Native. Received a grade of distinction from faculty members for leadership and development expertise.

Graphics Engine — *Class Project at Carleton College*

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.

Housing Crisis — *Video Game*

Developed a unique tower defense game using Unity and C# where houses eat people. Implemented path-finding for non-player characters. Created a state machine to manage the states of the player, the non-player characters, and the overall state of the game.