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 • Python • JavaScript • SQL • HTML • CSS • Scheme • MIPS • GLSL • OpenGL • .NET MVC • Git • Visual Studio • IntelliJ • LaTex • Unity

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.
•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 best C programming practices to keep code clean and organized.
• Utilized a debugger to prevent any memory leaks.

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 output to clients by the end of the summer.
• Extensive experience with best software development practices, reviewing software requirements, and writing unit tests.

CARLETON COLLEGE|RESEARCH STUDENT
April 2016 - January 2017|Northfield, MN
• Researched and developed a Git client that teaches students how to use Git while using Git.
• 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, like focusing lights.

GENETIC ART
April - June 2016
• Developed a genetic programming algorithm in java to "evolve" art.

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.

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