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

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

SKILLS

C • C# • .NET MVC • SQL • Java • Python • JavaScript • HTML • CSS • Groovy • Scheme • MIPS • GLSL • Visual Studio • Git • IntelliJ • LaTex • Unity • Atlassian • ETC Lighting Consoles

RELEVANT COURSEWORK

• Computer Organization and Architecture
• Digital Electronics
• Programming Languages
• Computer Graphics
• Operating Systems
• Human Centered Computing
• Artificial Intelligence
• Algorithms
• Software Design
• Evolutionary Computation
• Video Game Development

OTHER PROJECTS

GRAPHICS ENGINE
January - March 2016
• Created a software based graphics engine in C
• Retrofitted the engine with OpenGL to improve performance

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

EXPERIENCE

APPLIED PREDICTIVE TECHNOLOGIES | SOFTWARE ENGINEERING INTERN
June 2017 - August 2017 | Arlington, VA
• Professionally develop web-based software in an agile environment that helps businesses make smart, data-driven decisions.
• Extensive experience with C#, .NET MVC, SQL Server, Visual Studio, JavaScript, best software development practices, reviewing software requirements, and writing unit tests.

CARLETON COLLEGE | RESEARCH STUDENT
April 2016 - January 2017 | Northfield, MN
• Research and develop a Git client that teaches students how to use Git while using Git.
• Proficiency with Java, IntelliJ, test-driven development, and software design methods

CARLETON COLLEGE | ACADEMIC TECHNOLOGY ASSISTANT
January 2017 - June 2017 | Northfield, MN
• Independently program a web-based language education tool for faculty members.
• Experience with Grails, Groovy, and learned to be self-sufficient in unfamiliar territory.

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 lights for a show and instrument maintenance.

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

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