

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.

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/>