

JULIANNE LEGADOS

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EDUCATION

California Polytechnic State University

B.S. Computer Science

San Luis Obispo, CA

September 2022 – Present

- **Relevant Courses:** Introduction to Computing, Fundamentals of Computer Science, Data Structures, Discrete Structures, Introduction to Computer Organization, Systems Programming, Design and Analysis of Algorithms.

PROJECTS & EXPERIENCE

Adafruit: Circuit Playground

Full-Stack Developer

San Luis Obispo, CA

October 2022 – December 2022

- Engineered a sound-activated lantern using Adafruit's Circuit Playground that changes light colors based on the surrounding noise levels. Enhanced user interactivity and aesthetic appeal through responsive design.

Java: Virtual World

Full-Stack Developer

San Luis Obispo, CA

October 2023 – December 2023

- Developed a Java application creating an interactive virtual world where clicking spawns a 9-tile Thanos platform. Players transform a character into Iron Man, collecting balls to either plant trees or build a house, while Thanos replaces nearby trees with dirt, simulating deforestation impacts.

SLOutions

Full-Stack Developer

San Luis Obispo, CA

September 2024 – Present

- Engaged in both front-end and back-end development of a web-based survey platform using Agile methodologies to enhance campus facilities and infrastructure.
- Designed the user interface with React and Bootstrap, ensuring a responsive and intuitive user experience.
- Integrated MongoDB on the back end to manage and store survey data effectively.
- Contributed to all phases of development, from planning and design to implementation and testing, resulting in a comprehensive tool for gathering and analyzing student feedback.

DishMingle

Project Developer

San Luis Obispo, CA

January 2025 – March 2025

- Developed a website using Wix and created an app prototype using Figma for a culinary platform aimed at home cooks and foodies.
- Designed a user-friendly interface allowing users to swipe through recipes, facilitating quick meal decision-making.
- Led the development of "Dish Mingle," a platform designed to assist food enthusiasts in discovering recipes effortlessly.
- Conducted user interviews and gathered feedback to refine user experience and functionality, enhancing customer satisfaction and engagement.

SLOmotion

Backend Developer

San Luis Obispo, CA

April 2025 – June 2025

- Developed a Movie Watch List Tracker that allows users to create, manage, and share personalized movie lists.
- Developed RESTful API endpoints using **FastAPI**, integrated with a **PostgreSQL** database for persistent user and movie data management.
- Deployed the production backend using **Render** with **Supabase**, handling hosted PostgreSQL services.
- Set up a robust local development environment using **Docker** for database containerization and **uv** for dependency management and command orchestration.
- Used **Alembic** for database migrations and schema upgrades; tested API functionality through auto-generated Swagger docs.
- Prioritized flexibility and user customization, making it ideal for tracking viewing habits in an organized and filterable UI.

PERSONAL PROJECTS

SnapBear

Full-Stack Developer

Hayward, CA

January 2025 – Present

- Leading the creation of SnapBear, a photo booth website for EXO's fans EXO-L, still being worked on.
- Built interactive features that let users take and customize photos with themes related to their favorite K-pop idols.
- Used modern tools to make sure the website loads fast.
- Continuously adding new features based on what users say they want, making sure the website meets their needs.

SKILLS & INTERESTS

Skills: C, Java, Python, RISC-V Assembly, Developing tests, Circuit Python, UNIX, Leadership, Multitasking, Canva, Photography/Editing, Troubleshooting, Problem Solving, and Adaptability

Interests: Music, user interface, cooking, traveling, and learning a new language

Languages: English (native), Bisaya (native), Tagalog (native)