Juliet Lam

203-816-1410 | jltlam011235@gmail.com | github.com/jltlm | linkedin.com/in/juliet-lam

SUMMARY

Software engineer with full-stack development experience. Enjoys problem solving and building user-friendly applications. Interested in developing innovative, interactive experiences, and has a strong foundation in software development technologies and software design. Seeking a full-time position in May 2025.

EDUCATION

Rochester Institute of Technology   May 2025
B.S. Software Engineering**,** Minor in Web Development   GPA: 3.8/4.0
Honors: RIT Presidential Scholar, RIT National Recognition Award, Dean's List 2021-2025, WICHack 2025 Winner
Relevant Courses: Database and Data Modeling, Web Engineering, Web and Mobile, Engineering Secure Software, Software Design for Computing Systems, Computer Graphics, Networking, Introduction to AI

EXPERIENCE

Software Engineering Intern   May 2023 – Dec 2023
L3Harris Technologies   *Rochester, NY*
- Ported and deployed a non-networked desktop application to a full-stack Flask web application to allow multiple users to connect to a sqlite3 database
- Automated the software packaging process for product releases using a Makefile script, reducing manual workload from over an hour to a few minutes
- Developed a tool to systematically capture relevant client-side information to aid remote troubleshooting
- Troubleshot configuration issues by communicating directly with vendor

Course Assistant for Various Software Classes   Aug 2022 – Dec 2024
Rochester Institute of Technology   *Rochester, NY*
- Software Development and Problem Solving 2 (Java), Introduction to Software Development (Java, JavaScript, Angular), and Code Zero (Javascript)

Web Developer   Jun 2024 – Aug 2024
Rochester Institute of Technology   *Rochester, NY*
- Designed and implemented a Gantt chart feature for university React website to assist students and faculty in viewing their tasks in a chronological view

PROJECTS

Finger Guns   *WiCHacks 2025*
- Created an asteroid-destroyer motion-tracking game utilizing MediaPipe and OpenCV for facial and hand tracking
- Winner of Reality Meets Digital category

Snake Game   *2025*
- Created and self-hosted a multiplayer snake game for a psychology study task using Vue.js, Node.js and Socket.io

CodeRacer   *HACK.COMS 2024*
- Created racing typing application to race other users to type out portions of code to enhance their code literacy in using Vue.js and Node.js

ApolloLink   *HackHarvard 2023*
- Made a web application to aid in early detection of diseases using bioinformatics gathered by wearable technology by using openAI to monitor their symptoms and contact their primary care provider if necessary
- Used Terra API to access bioinformatics data

SKILLS

Programming Languages: Typescript, Javascript, Python, Java, C++, HTML, CSS, C, PostgreSQL, PHP, Makefile, SQL
Technologies: Git, SVN, GDB, REST API, AWS, Unity, Angular, React, ArcGIS, Flask, WebGPU, Node.js, Vue.js, Linux, Windows