Juliet Lam

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SUMMARY

Software engineer with a strong foundation in modern software development technologies and software design. Passionate about solving complex problems and designing robust software systems while enhancing user experience. Seeking a full-time position to apply technical skills and creativity to develop quality applications.

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 2021-2024
Relevant Courses: Database and Data Modeling, Web Engineering, Web and Mobile, Engineering Secure Software, Software Design for Computing Systems, Computer Graphics

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

Web Developer for Rochester Institute of Technology   Jun 2023 – Aug 2023
Rochester Institute of Technology   *Rochester, NY*
- Added custom gantt chart feature to RIT's senior project website to assist students and faculty in viewing their tasks in a calendar-type view

Course Assistant for Various Software Classes (Java, JavaScript)   Sep 2022 – Present
Rochester Institute of Technology   *Rochester, NY*
- Guide and assist students and answer their questions in-class
- Grade assignments and provide personalized feedback to students

Grader for Code Zero Summer Course (JavaScript)   Aug 2022
Rochester Institute of Technology   *Rochester, NY*
- Graded assignments and provided personalized feedback to students

PROJECTS

ApolloLink, *Project for HackHarvard 2023*
- Made an Angular-based web application to aid in early detection of diseases using bioinformatics gathered by wearable technology
- Connected web application to Terra API to access bioinformatics data

Jersey E-Store, *Academic Project for Introduction to Software Engineering, 2022*
- Created a store page using Angular and Agile scrum methodology

Web Games, *Personal Project, 2022*
- Recreated classic games (Tic Tac Toe, Snake) in Javascript

SKILLS

Programming Languages: C++, Java, Javascript, Python, HTML, CSS, C, PostgreSQL, Makefile, sqlite
Operating Systems: Linux, MS Windows
Technologies: Git, SVN, GDB, REST API, AWS, Gitlab and CI/CD, Unity, Angular JS, React JS, ArcGIS, Flask