

Juliet Lam

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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

Backend Blockchain Developer	Jul 2025 - present
<i>Yale University</i>	<i>New Haven, CT</i>
<ul style="list-style-type: none">Developed and deployed a Solidity smart contract on Ethereum to store and track study logs, ensuring immutable and transparent record-keepingDesigned and implemented a Spring Boot REST API to enable researchers to add and query study logs, utilizing Web3j to integrate with the blockchain running on a Geth node	
Web Developer	Jun 2024 – Aug 2024
<i>Rochester Institute of Technology</i>	<i>Rochester, NY</i>
<ul style="list-style-type: none">Designed and implemented a Gantt chart feature for university React website to assist students and faculty in viewing their tasks in a chronological view	
Software Engineering Intern	May 2023 – Dec 2023
<i>L3Harris Technologies</i>	<i>Rochester, NY</i>
<ul style="list-style-type: none">Ported and deployed a non-networked desktop application to a full-stack Flask web application to allow multiple users to connect to a sqlite3 databaseAutomated the software packaging process for product releases using a Makefile script, reducing manual workload from over an hour to a few minutesDeveloped a tool to systematically capture relevant client-side information to aid remote troubleshootingContributed to product's web interface	
Course Assistant for Various Software Classes	Aug 2022 – Dec 2024
<i>Rochester Institute of Technology</i>	<i>Rochester, NY</i>
<ul style="list-style-type: none">Assisted students and answered questions in-class, graded and provided personalized feedback to studentsCourses include Software Development and Problem Solving 2 (Java), Introduction to Software Development (Java, JavaScript, Angular, SDLC and software processes and methodologies), and Code Zero (Javascript)	

PROJECTS

Parallax Wallpaper in Android , personal project	2025
<ul style="list-style-type: none">Created kotlin app in Android Studio to upload images for a parallax effect for mobile wallpaper	
Publication Search Tool , personal project	2025
<ul style="list-style-type: none">Built a full-stack publication search tool with React and Flask that connects to the NCBI E-Utilities APIDisplays research publication data in a paginated table, with options to view details	
Finger Guns , hackathon project	<i>WiCHacks 2025</i>
<ul style="list-style-type: none">Created an asteroid-destroyer motion-tracking game utilizing MediaPipe and OpenCV for facial and hand trackingWinner of Reality Meets Digital category on a 2-person team	
Snake Game , personal project	2025
<ul style="list-style-type: none">Created and self-hosted a multiplayer snake game for a psychology study task using Vue.js, Node.js and Socket.io	
ApolloLink , hackathon project	<i>HackHarvard 2023</i>
<ul style="list-style-type: none">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 necessaryUsed Terra API to access bioinformatics data on a 4-person team	

SKILLS

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