

Juliette Rocco

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EDUCATION

University of Waterloo

BASc, Computer Engineering (2018- 2024)

Courses: *Fundamentals of Programming, Algorithms and Data Structures, Electricity and Magnetism, Circuits (Digital & Linear)*

EXPERIENCE

ConsenSys

SOFTWARE ENGINEERING INTERN

JAN 2019 - APR 2019

WATERLOO, ON

JavaScript (ES6), Python, React.js, Solidity, Gatsby.js, Node.js, Postman, Git

- Developed a full stack web API for users on the kauri.io blockchain documentation platform to import and convert existing Medium articles from .xml to Markdown.
- Created a code coverage module to analyze the companies smart contract code efficiency which optimized usage by 90%.
- Wrote and published 3 technical documentation series for beginner users to blockchain technologies on IPFS, xDai, and the OpenZeppelin standard.

AvidBots Corp.

JAN 2020 - APR 2020

WATERLOO, ON

ELECTRICAL ENGINEERING INTERN

Micro-soldering, Data Aquisition, R, Visio

- Designed and built the first prototype wiring harness for an upcoming product as well as created electrical drawings to document the procedure and measurements.
- Conducted thermal testing and data acquisition on beta unit cleaning heads and CPUs to identify performance standards.
- Troubleshooted PCBs by replacing and micro-soldering components that malfunctioned during beta unit testing.
- Using time-of-flight and ultrasonic sensors, validated data by graphing plots in R and wrote a proposal on the implementation of such technologies which was presented at a company meeting.

University of Waterloo

SEP 2020 - DEC 2020

WATERLOO, ON

SOFTWARE DESIGN TEACHING ASSISTANT

C++, Python, Make, Bash, Linux

- Developed test cases and scripts to analyze and grade student project and quiz submissions on a production Marmoset codebase.
- Led virtual help sessions on fundamental programming concepts for a computer and electrical engineering class of 300 students.

PROJECTS

I'm Feeling | Mood-based Recommendation Service

JavaScript (express.js), HTML, CSS

- Developed a RESTful full stack web application that utilizes media database APIs such as Spotify and Google Books to make recommendations based upon how the user is feeling.
- Associates input with database descriptive keys through randomization algorithms.

Smart Mirror | Interactive Talking Mirror

Python, JavaScript (ES6), Google Cloud Platform, Linux

- Built information displaying smart mirror using two-way glass, a Raspberry Pi, and monitor that was self refurbished.
- Utilized GCP to incorporate Google Assistant for real-time updating of modules such as personal calendar, weather, and virtual pet.

RECOGNITIONS

ENGHACK 2019 Winner

Created a money management application and incentive game for parents and their children to learn good spending habits.

Honourable Mention ECODING HACKS 2019

Designed a recycling game for android that tracks and encourages recycling through a personal ecosphere simulation.

Nortal Networks Engineering Scholar

Awarded to an outstanding first year computer engineering student who has an exceptional background entering the program.