Juliette Rocco

University of Waterloo **Computer Engineering**

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Experience

Avidbots | Electrical Engineer

Designed and **built** wiring harnesses for various projects and **documented** the process through **electrical drawings.**

Performed extensive **testing** and **analysis** on thermocouple and cleaning head data to be used in the company wide unit testing.

Micro-soldered and **troubleshooted PCB** components that were used to fix problems that occurred during beta unit testing.

Using **time-of-flight** and **ultrasonic sensors, validated** and analyzed data taken from testing by graphing plots in **R.**

Studied alongside the Sr. firmware engineer to develop a basis in **firmware** development and management. Topics included registers, communication protocols, operating systems, and the **STM-32** architecture.

Jan 2020 – April 2020

Skills

Micro soldering, electrical drawings, data acquisition, electrical wiring

Tools & Languages

R, multimeter, soldering iron, wire crimping devices, STM-32, Time of Flight and Ultrasonic Sensors, oscilloscope

Consensys | Software Engineering Intern

Designed, **developed**, and **coordinated** a **full stack** web **API** project to convert .xml files to markdown format for use with the Kauri.io documentation website. This project was written in **Python, HTML/CSS/JavaScript** and **ReactJS.**

Debugged smart contract code by testing, upgrading and analyzing the already existing infrastructure.

Integrated a code coverage module that **optimized** and increased smart contract usage by more than **90%.**

Researched, wrote and **published** technical documentation for beginner users to **Blockchain**.

Jan 2019 – April 2019

Languages

JavaScript, Python, HTML, CSS, Solidity

Tools & Technologies

ReactJS, Flask, GatsbyJS, Truffle, Node.js, Postman

Projects

I'm Feeling... | A mood-based recommendation web application

Utilizing various **APIs** such as Google Books and Spotify**,** users can input how they are feeling and receive a recommendation for a book, song, or movie. The backend of this **RESTful** web app was written in **JavaScript (express.js)**, and the frontend in **HTML** and **CSS.**

Smart Mirror | Raspberry Pi and Google Cloud powered smart mirror

Two-way glass, oak smart mirror that answers when talked to (**Google Cloud Platform).** Displays content such as the weather and personal calendar, using an LCD screen and **JavaScript modules**. Powered by a **Raspberry Pi**; **speech-to-text** code is written in **Python**, and scripting on the **Linux** platform.

BankerGoose | *EngHack Winner for Interac Best Design 2019* | Money management application

Written in **C#, devised and built** an **Android** money management application for families. Parents can track their children's chores and upon completion, children are rewarded with a virtual incentive towards an interactive money management game of life.

Sims 3 Game | Personal rendition of the popular Sims 3 video game

Redesigned the Sims 3 video game in **Visual Basic** within **Visual Studio**, as a project to expand upon programming skills and concepts. The game has **30 minutes** of **open world** play, allowing users to create complex lifestyles for their character.

Education

University of Waterloo | Honours Computer Engineering

Fundamentals of Programming (**C++**), Digital and Linear Circuits, Electricity and Magnetism, Linear Algebra, Classical Mechanics

Interests

Ask me about…

Renaissance art, Gone with The Wind, cheese, tennis, lifeguarding, old movies, photoshop, and being Italian.