

Julie Muzina

jmuzina@jmuzina.io

jmuzina.io

github.com/jmuzina

linkedin.com/jmuzina

SUMMARY

I am a software developer with four years of experience creating beautiful, intuitive web applications, and a passion for open-source software and test-driven development.

SKILLS

Technologies: React, Angular, Node, Git, Spring Boot, REST, GraphQL, Docker, Kubernetes, AWS, Azure, Jira

Languages: TypeScript/JavaScript, CSS, HTML, SQL, Python, Java, C++/C, C#, Lua, Shell script, Swift, PHP

Test Frameworks: Jasmine, Jest, Mocha, Mock, Webdriver, Cucumber, Pytest, JUnit

EXPERIENCE

Sherwin-Williams

November 2023 - Present

Web Developer

Cleveland, Ohio

- Modernized and enhanced product inventory web applications used by salespeople throughout the world.
- Maintained and upgraded full-stack web applications, from the database layer to SPA interface.
- Leveraged Agile methodologies – Jira Kanban boards & issue tracking.

Comsat Architects

July 2022 – November 2023

Software Developer

Rocky River, Ohio

- Empowered NASA personnel with intuitive applications easing mission planning, data visualization, and rapid analysis.
- Principal developer for a full-stack spacecraft mission design & analysis application.
- Mentored & supervised junior developers, emphasizing rapidly enabling effective contribution.

Medical Mutual of Ohio

May 2022 - July 2022

IT Intern (ETL Developer)

Brooklyn, Ohio

- Extracted key data from data lakes into data warehouses using Microsoft SSIS.
- Delivered actionable intelligence streams to business analysts using Microsoft SQL Server.
- Simplified developer workflow by creating shell scripts to automate repetitive tasks.

Reworld Inc

February 2021 - May 2021

Developer Mentor

Bellevue, Washington (Remote)

- Provided Lua lectures, programming advice, and answered technical questions for new game developer interns.
- Closely advised two game development teams as a consultant.

Game Developer (Intern)

November 2020 - July 2021

- Worked within small cross-functional team of fellow interns to design, develop, & deliver games built on the Reworld game engine.

Kent State University – Dept. of Computer Science

April 2020 – September 2020

Research Assistant (Distributed Computing Networks)

Kent, Ohio (Remote)

- Analyzed & reported on efficacy of distributed network consensus algorithms.
- Designed and implemented testing applications to measure key network metrics.

EDUCATION

Kent State University

August 2018 – May 2022

B.S., Computer Science

Kent, Ohio

- Graduated Magna Cum Laude, GPA of 3.868
- Played saxophone for the KSU Marching Golden Flashes