Julie Muzina

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SUMMARY

Passionate Web Developer adept at crafting responsive web applications using leading-edge technologies. Proficient in React, Angular, Node, and Spring frameworks, with expertise in REST and GraphQL APIs. Skilled in database management, including MongoDB for NoSQL and SQL for relational databases, ensuring efficient data storage and retrieval. Experienced in containerization with Docker and orchestration with Kubernetes, adept at cloud platforms such as AWS and Azure. Fluent in TypeScript/JavaScript, CSS, SASS, HTML, Python, Java, and PHP. Proficient in test frameworks like Jasmine, Jest, Mocha, and more, ensuring robust and high-quality code. Well-versed in project management tools like Jira, committed to delivering scalable solutions with precision.

EXPERIENCE

Brooksource (Contractor for Sherwin-Williams)   November 2023 - Present
Software 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.
- Developed full-stack spacecraft mission design & analysis applications, providing engineers powerful, collaborative tools for designing mission payloads, communications, power systems, & more.
- 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