Julie Muzina

jmuzina@jmuzina.io   jmuzina.io   github.com/jmuzina   linkedin.com/in/jmuzina

SUMMARY

Passionate Software Engineer skilled in creating powerful applications with React, Angular, Node, and Spring. Experienced in REST and GraphQL APIs, relational and non-relational databases, Docker, and Kubernetes. Proficient in DevOps using GitHub Actions and Jenkins, and familiar with AWS, Azure, TypeScript/JavaScript, Sass/CSS, Python, Java, and PHP. Skilled in testing frameworks like Jasmine and Jest. Experienced with project management tools like Jira, GitHub Projects, and Notion for delivering scalable and precise solutions.

EXPERIENCE

Canonical   **April 2024 – Present**
Software Engineer   *Remote*
- Maintained the Vanilla design system, unifying practices of web developers across multiple teams and improving developer tooling.
- Re-tooled Vanilla's visual testing system to be more scalable and exhaustive, decreasing cost by 50% while increasing test coverage by 200%.

Brooksource (Contractor for Sherwin-Williams)   **November 2023 – April 2024**
Software Developer   *Cleveland, Ohio (Hybrid)*
- 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.

Comsat Architects   **July 2022 – November 2023**
Software Developer   *Rocky River, Ohio*
- Empowered NASA with intuitive applications for mission planning, data visualization, & 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 (Hybrid)*
- 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   **November 2020 – July 2021**
Developer Mentor, Game Developer (intern)   *Remote*
- Provided Lua lectures, programming advice, and answered technical questions for interns.
- Closely advised two game development teams as a consultant.
- Worked within small cross-functional team of fellow interns to design, develop, & deliver two games.

Kent State University – Dept. of Computer Science   **April 2020 – September 2020**
Research Assistant (Distributed Computing Networks)   *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