

# Julie Muzina

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## SUMMARY

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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

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**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, Mockler, Webdriver, Cucumber, Pytest, JUnit

## EXPERIENCE

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### 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.

**November 2020 - July 2021**

*Game Developer (Intern)*

- 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

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### 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