

# JULIA XU

## WEB DEVELOPER



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julia-xu



julia-xu



julia-xu.github.io

## SKILLS

### Languages

JavaScript  
Ruby  
HTML5, CSS3  
SQL

### Frameworks

Phaser.js  
Rails  
jQuery / AJAX  
JSON

### Methodologies

Agile Workflow  
OOD, TDD  
REST, MVC  
Responsive, Mobile

### Design

Adobe Photoshop  
Adobe Illustrator  
Creo Parametric 3.0  
Aseprite

## PROJECTS

June 2017 - Ongoing

### Cosplay Repair Website

📍 Seattle, WA

- Developing website for non-profit-to-be Cosplay Repair Station
- Transitioning website from Wordpress to Ruby on Rails

Apr 2017 - May 2017

### Cornman The Game

📍 Seattle, WA

- In a team of 3, created an infinite 2D side-scrolling platform mobile game using Phaser.js in 7 days.
- Lead whiteboarding discussions and task delegation as Scrum Master.
- Developed 95% of pixel art assets using Aseprite
- **GitHub:** <https://github.com/joshmun/cornman-the-game>

## EDUCATION

Jan 2017 - May 2017

### Full Stack Web Development

📍 Seattle, WA

Dev Bootcamp

- 19-week immersive project-based training program teaching modern web technologies and specializing in practicing pair programming, agile workflow, and engineering empathy.
- **Contact:** Jerod Rubalcava [jerod.rubalcava@devbootcamp.com](mailto:jerod.rubalcava@devbootcamp.com)

Sept 2012 - Jun 2016

### Materials Science & Engineering B.S.

📍 Seattle, WA

University of Washington

## EXPERIENCE

Jun 2016 - Dec 2016

### Mechanical Engineering Internship

📍 Lynnwood, WA

RAFI USA, INC

- Designed 3D button mechanic models in CREO Parametric 3.0; developing a 3D-printed prototype of a medical device.

Jun 2012 - Jun 2016

### Neurological Surgery Student Assistant

📍 Seattle, WA

Mourad Lab

- Spearheaded research on oxygen reactive nanopolymers in combination with ultrasound imaging.
- **Published Papers:** <https://git.io/vHW8O>