

JULIA OPATRNY

Full stack engineer with a strong creative and growth mindset, who enjoys collaborative teamwork to tackle complex problems.

EMPLOYMENT HISTORY

Veritonic, Inc., New York, NY

August 2020 - June 2023

Full Stack Engineer

- Veritonic provides brands, agencies, and publishers with tools and insights to leverage data to make their audio advertising campaigns more effective.
- Designed and built extensive features for a web application to facilitate end-to-end audio analysis in the AdTech space.
- Led a complete redesign and multiple iterations of the brand lift product to create a more efficient and user-friendly product, including enhanced data modeling and a more intentional UX flow.
- Created frontend web pages to allow customers to visualize large datasets using Vue.js and Bootstrap.
- Built scheduled programs using S3 and Lambda to analyze and report over 40 million web impressions for conversions.
- Collaborated extensively with the product management and client success teams to implement product ideas and designs into code, and suggested improvements to the products.
- Managed testing and bug fixing, performed in-depth code reviews, and continuously updated documentation.

WorkMarket, an ADP Company, New York, NY

June 2019 - August 2019

Software Engineer Intern

- WorkMarket provides a cloud-based enterprise software platform for businesses to manage their agile workforce.
- In a paid summer internship, worked on project-based assignments involving front-end and back-end technologies, data analytics, AI, database management, and quality assurance.
- Led and built a complete redesign of the employer user dashboard using JavaScript and React.

SKILLS

- Python, JavaScript, C++, Vue.js, Node.js, React, MongoDB, MySQL/SQL, AWS (EC2, S3, Lambda, API Gateway, CloudWatch, etc.), RESTful APIs, HTTP, HTML/CSS, Bootstrap, Tornado
- Agile Development, Jira, GitHub, Visual Studio Code
- Adobe Photoshop, Adobe Premiere Pro, Adobe InDesign, Adobe Illustrator, Microsoft Word, Microsoft Excel, Microsoft PowerPoint
- UX/UI Design
- Digital Art, Animation, and Video Editing

EDUCATION

Hamilton College, Clinton, NY

May 2020

B.A. in Computer Science, with minors in Digital Arts and Music

- Relevant Coursework: Data Structures, Discrete Mathematics, Principles of Programming Languages, Computer Organization and Assembly Languages, Applied Theory of Computation, Artificial Intelligence, Database Theory and Practice, Compilers, Computer Architecture.

General Assembly User Experience On Demand Program, New York, NY

August 2023

- Learned the user experience fundamentals of making a user-friendly digital product from beginning to end, from user research, information architecture, sketching and wire framing, prototyping and testing, and visual design. Created a clickable mock-up for a second-hand baby gear exchange app.

TECHNICAL PROJECTS

Art History Fantasy Collecting Website [Github](#)

May 2020

- Designed and collaborated on an art-collecting website built using a MERN stack (MySQL, Express, React, Node.js) commissioned by the Hamilton College Art History Department, to be used by Hamilton art history students.

INTERESTS

- Music and Drumming; booked and played shows at New York City venues such as Bowery Electric, Arlene's Grocery, and Pianos as a member of an all-women band; part-time front of house work at Brooklyn Steel and Terminal 5.
- Sewing; loves designing and sewing clothes and accessories.