Julie Bodian

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37 Groveland Street, Oberlin OH 44074

LANGUAGES
Python, Javascript, C++, C#,
Java, C, CSS, HTML

FRAMEWORKS
Express, .NET, Flask, Django

TOOLS
Git, Sourcetree, Kubernetes,
Docker, MongoDB, Unity, Wwise,
Logic Pro

EDUCATION
Oberlin College & Conservatory
Computer Science
Classical Guitar Performance
2016 - 2020

Juilliard Pre-College
Classical Guitar Performance
2012-2015

EXPERIENCE

Environmental Dashboard | Software Engineer | Summer 2019
- Improved usability and scalability for enviro-tech project serving the Cleveland-metro area
- Collaborated to lay the foundation for an editing tool that creates and edits new city 'dashboards' that display local energy metrics
- Presented product at citywide community events in Cleveland and Oberlin, Ohio

Vistaprint | Software Engineering Intern | Summer 2018
- Collaborated across multiple teams on a company-wide microservices re-architecture
- Developed a microservice using C#, .NET Core, Docker, and Kubernetes
- Engaged in daily scrum meetings and weekly meetings with stakeholders to discuss expectations

Idle Hour Studios | Team Lead | Oct 2017 - Jan 2018
- Created game development studio at Oberlin
- Led team of 4 in agile work environment to prototype a video game in 1 month
- Taught and contributed in programming, design, and audio

Sugarscape Games | Sound Designer | Nov 2015 - Aug 2016
- Designed and implemented interactive audio for 3D physics platformer
- Presented at high profile industry showcases including South by Southwest and Scotland's Dare to be Digital
- Composed original soundtrack and special effects audio

Awards & Recognitions

- SXSW Student Showcase Finalist 2017
- Recipient of Juilliard Trustee Scholarship
- *The Lavender Effect,* LGBTQ heritage org featured video game