

# Juliet Crane

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## EDUCATION

### CORNELL UNIVERSITY

Ithaca, NY

*Bachelor of Arts in Computer Science & Economics*

*Expected May 2028*

- Milstein Scholar | GPA: 3.96 | Dean's List (all semesters) | SAT: 1520
- Relevant Coursework: Object-Oriented Programming and Data Structures, Linear Algebra, Introductory Microeconomics, Trends in Web Development, AI and Storytelling

## PROFESSIONAL EXPERIENCE

### JAPAN-AMERICA STUDENT CONFERENCE (JASC 77)

Ithaca, NY

*Environmental Innovation & Entrepreneurship Roundtable Delegate*

*March 2025 – Present*

- Earned selection as one of 36 U.S. delegates for a three-week, student-led exchange with 36 Japanese peers
- Engaged in weekly pre-conference discussions & research on environmental technology, entrepreneurship, and policy
- Collaborate with 7 cross-cultural delegates to prepare presentations for forums in Kyoto, Osaka, Kumamoto & Tokyo

### CORNELL DIGITAL TECHNOLOGY & INNOVATION

Ithaca, NY

*Software Developer*

*September 2024 – Present*

- Drive development of community-focused tech products as part of a selective (6.1% acceptance rate) 94-member team
- Collaborated with team of 9 to optimize internal tools platform & develop team public website using React framework
- Built interview dashboard to automate applicant tracking, saving leads 10+ hrs/wk on manual sheets and email tasks

### UTEA BUBBLE TEA

Ithaca, NY

*Senior Barista & Social Media Manager*

*April 2022– Present*

- Managed Instagram, achieving a 3565.5% increase in accounts reached and a 483.8% rise in profile visits in 2 months
- Trained 4 new team members on drink preparation techniques, store protocols, and customer service best practices

### PERPLEXITY AI

Ithaca, NY

*Campus Strategist*

*January 2025 – May 2025*

- Led outreach efforts that increased platform use by 79% across Cornell through strategic partnerships and events
- Identified high-impact student orgs and built 10 collaborative sponsorships in 2 weeks to promote AI adoption
- Initiated partnership for CU Design-a-thon, boosting Perplexity's visibility to 130+ student designers across sessions

### W.E. CORNELL ENTREPRENEURSHIP PROGRAM

Ithaca, NY

*Participant*

*January 2025 – April 2025*

- Developed prototype for *IKanji*, an AI-powered kanji study app, as part of the program's startup development cycle
- Conducted 8 customer discovery interviews with Japanese learners to validate need and inform product design
- Completed workshops on startup strategy and operations while receiving mentorship from experienced founders

## PROJECTS

### IKANJI – CUSTOMIZABLE KANJI STUDY APP

*React, Next.js, TypeScript, Firebase, Figma, Git*

*October 2024 – Present*

- Developed an AI-integrated web app for learning Japanese kanji with custom flashcards, quizzes, and shared lessons
- Conducted user research and selected for integration into Cornell's Beginner Japanese curriculum (Fall 2025)

### OPERATION SS PELICAN – 2D SURVIVAL VIDEO GAME

*Unity, C#, Procreate*

*February 2024 – June 2024*

- Built a 3-level Unity game with arcade-puzzle mechanics, original 2D artwork & animations, physics-driven gameplay

## SKILLS, AWARDS, ACTIVITIES, INTERESTS

- Technical Skills: Java, TypeScript, JavaScript, C#, HTML/CSS, React.js, Firebase, Git, Unity, Visual Studio, Figma
- Other Campus Activities: Vice President, Cornell Women's Club Hockey · Vice President, Cornell Brass Club · Merch Chair, Symphony Orchestra
- Interests: Experimental oatmeal recipes, One Piece (anime), French horn karaoke, Greek yogurt, Matcha, Painting