Julia B.Grenier
Software Engineering Co-op Student

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Education

Bachelor of Software Engineering (Co-op) **September 2022 – May 2026**
McGill University, Montreal, QC

DEC Sciences **August 2020 – June 2022**
Cégep de Sainte-Foy, Québec, QC

Skills

Programming Languages: C++, Java, Python, C#, R, HTML, CSS,
Software/Platforms: Perforce, Git, GitHub, Unity, Visual Studio Code, IntelliJ, Qt, Jenkins, cmake, Bash, Google Colaboratory, SceneBuilder, Jira, Confluence, Slack
Operating Systems: Windows, Linux
Communication Languages: French, English

Software Engineering Experience

Software Developer Intern, C++ **May 2023 – August 2023**
Mirametrix Inc, *Montréal QC*

- Identified and resolved over 15 bugs in the C++ codebase to enhance overall software quality, using strong problem-solving and debugging abilities.
- Utilized Perforce as the primary version control system, effectively managing code, tracking changes, and facilitating adherence to a structured agile development process.
- Engaged in code reviews, providing suggestions to team members, resulting in improved code quality.
- Participated in daily stand-up meetings following the Scrum methodology to foster open communication and provide updates on the progress of tasks tracked on Jira, the project management tool.

Projects

AssetPlus, Desktop application, Java **September 2023 – December 2023**
Model-based Programming Course, *McGill University, Montréal QC*

- Developed a modern desktop application using Java and JavaFX in a team of 6 with an appealing UI that keeps track of the problems of defective assets in a hotel.
- Utilized Umple to generate Java code from models, significantly reducing development time.
- Implemented tests applying the concepts of behavior-driven development using Junit, Gherkin, and Cucumber.io
- Employed Git to manage the codebase efficiently by making pull requests and reviewing and merging them.
- Won the best app against 15 other teams.

All Rat Remains, 2D game, C# **January 2023 – January 2023**
McGameJam Hackathon, *McGill University, Montréal, QC*

- Collaborated with 4 teammates to create a 2D game in C# incorporating mazes, puzzles, and a mysterious plot.
- Efficiently managed the game's implementations using Unity and Git.
- Won the category "Best Audio Design".

AI model predicting the risk of a stroke, Python **October 2022 – October 2022**
CodeML Hackathon, *Polytechnique de Montréal, Montréal, QC*

- Programmed in a team of 4 an artificial intelligence model in Python that predicts if someone will have a stroke.
- Reached the top 5 of our ranking with the model developed.
- Train the model using classifiers from the Scikit-learn library on Google Colab to analyze 2000 data.

Other Work Experience

Research Intern **June 2021 – April 2022**
Université Laval, Québec, QC

- Worked for two Ph.D. students in the CRIF Research Chair
- Designed and coded graphs to visualize the collected data using the R programming language and the IDE RStudio.
- Followed detailed protocols and conducted chemistry experiments to improve finishing products applied to interior wood.