

JULIETTE MANGON

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EDUCATION

New York University, College of Arts and Sciences

Sept 2023 – Dec 2025

B.A. Computer Science and Mathematics

Course Work: Algorithms, Applied Internet Technology, Computer Systems Organization, Natural Language Processing, Numerical Computing, Operating Systems, Real Analysis, Theory of Probability, Mathematical Statistics.

Stern School of Business, Steinhardt School of Culture, Education, Human Development, Tisch School of The Arts

Minor in Business of Entertainment, Media, and Technology

Course Work: Data Analysis in the Music Industry, Business Structure of the Music Industry, Business of Film, Entertainment and Media Industries, Globalization of the Entertainment Industry, Business of Video Games.

TECHNICAL SKILLS

Language & Frameworks | Java, C++, C, Python, JavaScript, TypeScript, React, HTML, CSS, MATLAB, Assembly, R

Tools & Platforms | AWS, Git, GitHub, Drizzle ORM, Unix/Linux, Excel, Google Suite, Figma, LaTeX, Docker, APIs

WORK EXPERIENCE

Client Website Developer

Feb 2025 – Present

React, Tailwind CSS, HTML, JS, Figma

- Built and launched 5+ custom websites for artists and creative professionals, tailoring UI and functionality to brand identity while ensuring responsiveness across devices.
- Leveraged Cloudflare Analytics and client feedback in bi-monthly review cycles to track visitor behavior, prioritize UX improvements, and iterate on design for higher engagement and usability.

USA Mathematical Talent Search Grader | Art of Problem Solving

Oct 2023 – Present

C++, Python, Excel, Mathematics

- Evaluating 500+ Olympiad-level proofs per round, assessing complex reasoning and providing detailed feedback.
- Collaborated with other graders to refine rubrics and maintain scoring consistency across a national pool of submissions.

AI/ML Intern | Enlaye

Jun – Aug 2025

Python, AWS, TypeScript, Ollama

- Built and deployed an AI-powered workflow converting field audio and images into structured issue reports integrated with Autodesk, creating end-to-end pipelines that enabled 80% faster issue reporting across 1,000+ field events.
- Implemented a query preprocessing pipeline that standardized and filtered input data, improving LLM response accuracy by 20% and reducing query latency by 35%.
- Collaborated with PMs to align AI outputs with operational requirements, enhancing adoption in pilot teams.

Website Developer | Tryst Restaurant

Jan – May 2025

HTML, CSS, JavaScript, React

- Redesigned and developed a fully coded website for Tryst, replacing Wix to improve performance, flexibility, and UX.

Photoville Intern | Regenerating Inc

May – Aug 2024

Python, SwiftUI, Figma

- Developed an AI-powered iOS photo editing app, integrating facial recognition software from cv2, numpy, and dlib

PROJECTS

Music Data Aggregations and Insights Tool – Music Tech Mentee

Jun – Aug 2025

Python, Neo4j, Data modeling, HTML, JavaScript

- Selected as 1 of 40 mentees from 500+ applicants for She is The Music's mentorship program supporting women in music; received direct product mentorship from a Google PM.
- Built a full MVP analytics platform for A&R teams to identify collaboration patterns and streamline talent discovery, integrating multi-source music metadata.
- Designed an interactive network visualization enabling exploration of collaborator, genre, and label relationships.

Essay Plagiarism Detection Project

Dec 2024 – Jan 2025

Python, NLP, TF-IDF, Word2Vec, N-grams, Cosine similarity, Evaluation metrics

- Enhanced and benchmarked NLP-based plagiarism methods using TF-IDF, Word2Vec, and cosine similarity scoring.
- Designed an evaluation function to enhance detection precision through data analysis and iterative improvements.