

JULIETTE TRIPIER

Software Engineer

Arlington, VA | juli.tripier@gmail.com | (415) 425-1011 | [Portfolio](#) | [LinkedIn](#) | [GitHub](#)

EDUCATION

Hackbright Academy | San Francisco, CA

Nov 2023

Software Engineering Fellowship - Accelerated, 12-week, full-time software engineering program

Reed College | Portland, OR

May 2018

Bachelor of Arts, Psychology - Cognitive Science Concentration

Senior Thesis: *You Can't See Me - Searching for Evidence of Unconscious Semantic Processing in an Inattentional Blindness Paradigm*

- Wrote complex stimulus presentation program in PCL (Presentation Control Language)
- Deployed program in psycholinguistic EEG-based experiment with human participants
- Analyzed and plotted EEG data with BrainVision Analyzer 2

TECHNOLOGIES

Languages | Python, JavaScript (AJAX, JSON), HTML, CSS, SQL, PCL

Frameworks & Libraries | Flask, Bootstrap, Jinja2, SQLAlchemy, React, Redux, Node.js, Fastify

Database & Industry Tools | PostgreSQL, Git, GitHub, Command Line, Websocket, Docker

PROFESSIONAL EXPERIENCE

Software Engineering Student | Hackbright Academy | San Francisco, CA

Aug 2023 - Nov 2023

Capstone Project: Eggsplorer [<https://github.com/juliettetripier/Hackbright-Project>]

- Developed Flask-based full-stack web application utilizing a PostgreSQL database in 5 weeks
- Implemented numerous features including user creation and login, search function employing Yelp Fusion API, custom wishlists, achievements, and user leaderboard
- Styled front end with CSS, Bootstrap, and Flexbox, alongside Jinja2 templates and AJAX
- Practiced agile development methodologies including scrum and sprints

Administrative Assistant | IonQ | College Park, MD

Apr 2021 - May 2023

- Managed day-to-day operational tasks as a member of a 2-person team in a fast-paced tech startup environment that grew from ~100 - 200 employees during tenure

PERSONAL PROJECTS

Multiplayer Tron [https://github.com/juliettetripier/multiplayer_tron]

Jan 2024 - Ongoing

- Developed browser-based game in pure JavaScript with online multiplayer and AI capabilities
- Wrote own TCP networking stack using websockets
- Created own graphics engine based on HTML5 Canvas, collision detection, game logic, UI based on low-level JavaScript DOM API

ACTIVITIES/INTERESTS

Art & Animation, Neuroscience, Game Development, Baking, Playing the Drums