JULIA DUFFY

Software Developer

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EDUCATION

Master's Degree in Computing

University of Utah

📅 08/2022 - 12/2027

GPA
3.8 / 4.0

SUMMARY

I am a motivated Software Developer pursuing a Master's degree in Computing at the University of Utah. My primary interests are in Full Stack and Mobile Application Development. I pride myself on my ability to work on large-scale software projects in collaborative environments.

EXPERIENCE

Website Development Intern

PUSHER LLC

📅 04/2025 - 08/2025   📍 Salt Lake City, Utah

Website development intern for an internationally recognized climbing hold company.

- Increased profits on all products by 3-5% by implementing live shipping rates at checkout, replacing the previous "flat rate" system.
- Introduced support for international shipping.
- Streamlined the company's shipping by implementing automatic label printing and pickup scheduling using the Shippo API.
- Improved the UI/UX design to enhance user experience.

Computer Science Teaching Assistant

University of Utah

📅 01/2025 - Present   📍 Salt Lake City, Utah

Teaching Assistant for CS3500, Software Practice I.

- Taught labs and graded weekly programming assignments.
- Conducted weekly help hours for students.
- Covered C# development, SQL databases, the .NET Core Framework and good software development practices.

EXTRACURRICULARS

National Team Member

USA Climbing

📅 2021 - 2025

Competed internationally, including 2x IFSC World Cup semifinalist, 7x U.S. National Team Member, 2x National Cup champion, 2x Pan-American Championships Finalist, 2x Vice National Champion.

Vice President and Board Member

Climbing Team at the University of Utah

📅 2023 - 2025

Helped run one of the largest student groups on campus, with over 300 active members. Managed communications and events for the team.

AWARDS

David Eccles School of Business AI Hackathon 2025

Achieved 3rd place at the David Eccles School of Business Hackathon.

PROJECTS

Climbing Team Website

📅 01/2024 - 06/2024

🔗 utahclimbingteam.com

A highly trafficked website for the Climbing Team at the University of Utah.

- Designed and developed the site using HTML, CSS, and JavaScript.
- The site serves over 300 members for sign-ups and club information.
- Created comprehensive documentation for future site maintainers.

Mancala App

📅 06/2025 - 07/2025

🔗 github.com/Juliatduffy/Mancala-App

A "Mancala" app with three computer player algorithms of varying difficulty.

- Built using Kotlin and AndroidX.
- Implemented an easy (random selection), medium (greedy), hard (minimax) computer player algorithm.
- Utilized alpha-beta pruning and memoization to improve the minimax performance.

Android Drawing App

📅 01/2025 - 04/2025

A professional drawing app with user accounts, cloud sharing, a complex drawing editor, and a simple and professional user interface.

- Built using Kotlin, AndroidX, Jetpack Compose, and the Java Native Interface.
- Offline storage of account and drawing information with Room DB.
- Cloud sharing via a custom KTOR server.

SKILLS

Programming Languages

Python, Java, Kotlin, C, C#, C++, SQL

Web

HTML, CSS, JS, Django, NGINX, AWS EC2, WordPress + WooCommerce, RESTful APIs, JSON, C# LINQ

Android

Kotlin, Java, Android SDK, Jetpack, Room DB, Gradle, TensorFlow Lite, JNI, KTOR

Tools + Environment

Git/GitHub, Docker, Ubuntu, Windows, Visual Studio, VS Code, Eclipse, PyCharm, Google Colab, PowerShell, PuTTY, Emacs, Nano