

# Juliet Lam

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## Objective

Software engineering student seeking internship opportunities for Summer 2024.

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## Education

### Rochester Institute of Technology

*B.Sc. Software Engineering, 3.8 GPA, 9/2021 – expected 5/2025*

**Honors:** RIT Presidential Scholar, RIT National Recognition Award, RIT Performing Arts Scholar, RIT Honors

**Relevant Courses:** Introduction to Software Engineering, Web Engineering, Software Development and Problem Solving I & II, Web and Mobile I & II, Introduction to Cybersecurity

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## Experience

### Embedded Software Engineer Intern

*L3Harris Technologies, 5/2023 – 12/2023*

- Ported a non-networked desktop application to a full-stack Flask web application to allow multiple users to connect to a sqlite3 database
- Automated the software packaging process for product releases using a Makefile script, reducing manual workload from an hour to a few seconds. This encouraged faster corrections based on feedback
- Developed a tool to systematically capture relevant client-side information to aid remote troubleshooting
- Troubleshoot configuration issues by communicating directly with vendor

### Course Assistant for Software Development and Problem Solving II (Java)

*Rochester Institute of Technology, 9/2022 – 5/2023*

- Assisted students and answered their questions in-class
- Graded assignments and provided personalized feedback to students

### Grader for Code Zero Summer Course (JavaScript)

*Rochester Institute of Technology, 8/2022*

- Graded assignments and provided personalized feedback to students

### Cook/Server at Gracie's Dining Hall

*Rochester Institute of Technology, 9/2021 – 5/2022*

- Prepared and served food to customers
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## Projects

### ApolloLink, Project for HackHarvard 2023

- Made an Angular-based web application to aid in early detection of diseases using bioinformatics gathered by wearable technology
- Connected web application to Terra API to access bioinformatics data

### Jersey E-Store, Academic Project for Introduction to Software Engineering

- Created a store page using Angular and Agile scrum methodology

### Web Games, Personal Project

- Recreated classic games (Tic Tac Toe, Snake) in Javascript
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## Skills

**Programming Languages:** C++, Java, Javascript, Python, HTML, CSS, C, Makefile, PostgreSQL, sqlite

**Operating Systems:** Linux, MS Windows

**Technologies:** Git, SVN, GDB, REST API