

REBEKAH JULICHER

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Master of Human-Computer Interaction
Carnegie-Mellon University '24

Bachelor of Science, Computer Science
University of Arizona '22

Associate of Science
Central Arizona College '19

SKILLS

LANGUAGES:

- C
- C#
- C++
- Python
- Java
- Javascript
- HTML / CSS
- Arduino
- Ruby
- MIPS Assembly
- Unix
- SML

GENERAL SKILLS:

- UX Design
- UI Design
- Software Development
- Computer Science
- Service Design
- Laser Manufacturing
- Rapid Prototyping

TOOLS:

- Adobe CC
- Microsoft Office
- GitHub / Git
- Perforce
- Notion
- Figma
- Miro
- ServiceNow
- Visual Studio
- Visual Studio Code
- Eclipse
- Arduino IDE
- VirtualBox
- Unity
- CorelDRAW
- Blender
- Autodesk 3DS Max
- OpenSCAD
- Cura Ultimaker
- SketchUp
- Gimp
- Procreate
- Substance Painter

A FAVORITE PROJECT

MORE DETAILS AND PHOTOS/VIDEOS AVAILABLE
ON REQUEST

ULTRASONIC RADAR OCTOPUS

Arduino Uno

Created an LED-lit ultrasonic distance sensor device, capable of scanning a 180-degree area. Implemented a Processing application to display a graphical radar-like representation of distances between the device and surrounding items. Also incorporated servo-controlled "eyebrows" that lower to "concentrate" when the distance scanned exceeds a specified threshold. Excerpt from professor feedback: "...probably the most impressively completed A2 in the history of [the class.]"

RELEVANT EXPERIENCE:

RAIN BIRD

ASSOCIATE FIRMWARE ENGINEER I

May 2022 – August 2023

Created and managed an internal virtual irrigation controller simulator using existing physical controller firmware. The application supported helpdesk, marketing, localization, and training, with a design primed for future expansion into a web-based interface for real-world irrigation system management.

Played a role in maintaining and updating firmware for commercial irrigation controllers, ensuring thorough documentation of team processes and code.

Helped pioneer the company's internship program, contributing to policy creation and program extension as the first company intern. Also assisted in on-campus recruitment efforts at career fairs for interns and future employees.

UNIVERSITY OF ARIZONA

UNDERGRADUATE TEACHING ASSISTANT

January 2022 – December 2022

Assisted in teaching concepts related to Object Oriented Programming, including MVC architecture, Agile development, UML diagramming, and implementation of user interfaces in Java. Contributed to crafting assignment specifications, grading, and decision-making on course details and activities. Also assisted students with troubleshooting and resolving device and IDE issues.

TUCSON ELECTRIC POWER

BUSINESS APPLICATIONS INTERN

January 2021 – January 2022

Managed and updated applications and records in a ServiceNow environment within an Agile framework. Generated and assigned team member stories for sprints, maintained tracking spreadsheets for application plugin versions, and spearheaded a multi-team project for updating application recovery processes and policies.

AMAZON

AWS IOT EDUKIT GRAPHICS ARTIST

November 2020

Created graphics for the Smart Thermostat configuration in the Amazon AWS IoT EduKit. (<https://edukit.workshop.aws/>)

FREELANCE

CUSTOM PRODUCT DESIGNER/MANUFACTURER

September 2017 - August 2023

Self-employed/Hobbyist. Designed and produced personalized laser-engraved/cut items, handling both individual and bulk orders. Managed the creation, organization, and delivery of order invoices.

ACADEMIC AWARDS:

Outstanding Senior

Dept. of Computer Science, UofA, 2022

Special Achievement in Elementary Latin

Dept. of Religious Studies & Classics, UofA, 2020