

JULIA MERZ

Contact



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Education

UC BERKELEY

ELECTRICAL ENGINEERING & COMPUTER SCIENCE

GPA: 3.6

- Founding Team & Executive Director, Cal Hacks
- 2nd Place Nationally, National Collegiate Cyber Defense Competition
- Executive Officer, Hackers@Berkeley

Languages / Tech

- Python: Django, Flask, gensim, Twisted
- JavaScript: node.js, React, d3.js, flow
- Deployment: AWS, Bazel, Postgres
- Other: HTML, CSS, SQL, C

Experience

SOFTWARE ENGINEER

Aug 2017 - Aug 2018

UBIQUITY6

- Converted Potree, a high-performance point cloud renderer, to run in React Native and increased displayable points by 10x
- Optimized continuous integration smoke test and publish workflow, reducing run time by 33% and flakiness by 40%
- Designed and implemented backend for a key user experience, a dynamic asset store for displaying static and user-generated assets in AR
- Designed, implemented, and executed loadtests to validate product backend before first public launch
- Standardized company incident response protocol for security and reliability failures

CO-FOUNDER

Jan 2015 - Aug 2016

INSTANT ESPORTS (YC S15, acquired by Discord)

- Startup building news, scores, and stats for competitive gaming. Raised \$2M from KPCB, Riot, and Greylock
- Designed and built microservice architecture for entire app with a cross-server messaging framework using Amazon SQS
- Built data crawler feeding hundreds of thousands of game results each week to custom stats engine
- Customized Django ORM to provide update_or_create functionality using shadow tables, saving thousands of queries per request
- Built dynamic live video processor that combined real-time data feed and custom OCR to create automatic highlights from tournament livestreams

LAB DEVELOPER

Sept 2014 - May 2015

UC BERKELEY

- Planned curriculum and ensured learning goals were met for three-week lab for EE16A (Designing Information Devices and Systems)