

Dominic Siino

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EDUCATION

California Polytechnic State University, San Luis Obispo

Expected Graduation: June 2029

Bachelor of Engineering in Computer Science

Oakmont High School - 4.46 GPA

August 2021 - May 2025

10 AP Classes, 7 on IB Computer Science, 5 on AP CSA, 5 on AP Calc AB / BC

EXPERIENCE

Student Tutor

August 2024 – May 2025

Oakmont High School, Roseville, CA

- Participated in paid tutoring service through a high school program
- Taught students mainly computer science and math courses, but also helped with all courses offered

Coding Competitions

March 2021 - March 2025

HPE Codewars

- Worked with a team of 3 to discuss and solve programming problems
- Placed 3rd in the advanced division Junior year

ACPC 2024 @ UC Davis

- Worked in a team of 2 to solve advanced coding problems against university students
- Placed 13th out of 59 high school and university teams

HP Certification

August 2024 – May 2025

Solo Application Development, Databases & Customer Requirements Gathering

- Worked a full day in a job-like environment, creating an individual application and responding to client feedback
- Demonstrated time management, meeting/organization skills and technical to non-technical communication skills

PROJECTS

Android and iOS Game - Color Jumper

Technologies: Godot, GDScript, git, GIMP

- Collaborated with a friend to design a mobile game in Godot, currently in beta on App Store and Google Play
- Used git to effectively sync code changes and manage both people working on the project
- Promoted product with youtube posts

Discord Bot in Python with Discord.py - Matt Bot

Technologies: Python, discord.py, pillow, sqlite, requests

- Recreated Sorry! board game in Discord, complete with automated turn verification and thorough Discord integration
- Used Pillow library to generate on-the-fly images of the current board based on the game state
- Stored game state and other variables from all the features of the bot in a sqlite database with SQL injection prevention
- Accessed external API for song quotes and random trivia

Jeopardy with Game Creator and Team Selector - IB Computer Science

Technologies: Java, Swing

- Built a Jeopardy game in Java with a system to dynamically create/delete games and questions within games
- Met with client to gather requirements, kept contact throughout development to request feedback and verify features
- Participated in Agile sprints to design and implement features that improved functionality and user experience