

Dominic Castaneda

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Experience

*UC Irvine Health: **Volunteer Researcher*** | Irvine, CA | February 2023 - Present

- Developed and maintained custom bio-informatics pipelines for processing genomics data using R and Python
- Processed single-cell RNA sequencing data through the use of Cell Ranger and Space Ranger pipelines
- Worked closely with researchers and scientists to understand and meet their needs and requirements for bio-informatics data analysis
- Analyzed large-scale genomic data sets to identify genetic variations and relative gene expressions.
- Utilized Loupe Browser for analysis and visualization of single-cell and spatially resolved datasets

*Origence: **Software Engineer Intern*** | Irvine, CA | July 2022 - October 2022

- Handled documentation for updating the development environment to .NET Framework 4.8 to decrease the provisioning time by 20%
- Performed API smoke tests on Postman to monitor the QoS of the application reducing the instance of bugs by 8%
- Collaborated in an agile manner and contributed to 100% of the daily scrums with Development, QA, and Production teams
- Maintained and supported software's continuous integration pipelines based in TeamCity and Azure DevOps
- Created new instructions for the software engineer onboarding process to increase efficiency by 50%

*Chapman University: **Undergraduate Research Assistant*** | Orange, CA | August 2020 - December 2021

- Worked on creating an autonomous robot that used image recognition to process different flower types for pollination purposes
- Introduced team to JIRA and Agile which increased research efficiency by over 25%
- Upgraded pre-trained TensorFlow model from MobileNetV1 to MobileNetV2 which requires 5.3 times fewer parameters

Projects

*California Housing Prices Data Analysis: **Data Scientist (Python)***

- Performed a planned analysis on the California housing market using data visualization techniques
- Used a supervised model (linear regression) to help find predictor influence and predict household income

*Social Media Screensaver: **Front-End Engineer (React)***

- Developed a cross-platform, Electron-based application that allows users to create a screensaver from Instagram and Reddit accounts
- Integrated Instagram Basic Display API and Reddit API to obtain an access tokens for image fetching

*Car Part Web Scraper: **Full-Stack Engineer (Java | SQL)***

- Created a web scraping program that gathers data from car part websites to find the cheapest available part
- Followed CI/CD methods through automated building and conducted unit tests in Jenkins

Skills

Languages: Java | C# | C++ | Python | HTML | CSS | JavaScript | SQL | XML | Haskell

Hard Skills: DevOps | Agile | CI/CD | SDLC | SAE | SCRUM | Software Testing & Debugging | OOP | APIs | .NET | React | Node.js | AngularJS | Data Visualization | UI/UX | HCI | Machine Learning and AI Algorithms | Databases | Data Visualization

Soft Skills: Leadership | Collaboration | Active Listening | Time Management | Problem Solving | Critical Thinking | Communication

Tools: Azure DevOps | Git | AWS | TeamCity | Jenkins | JIRA | Docker | Adobe XD | Figma | Tableau | MongoDB | Postman | GitLab

Education

Chapman University: B.S. in Software Engineering, Minor in Game Development Programming | May 2022

Coursework: Algorithm Analysis | Artificial Intelligence | Data Structures and Algorithms | Human Factors | Data Science

Awards: 2022 IEEE GameSIG Finalist | Dean's Scholar | Thurgood Marshall Scholar | CSF Sealbearer

Leadership & Activities

Volunteer Work: Lot318 Tutor (2017-2018) | Brea-Olinda High School Tutor (2016-2018)

Organizations: Techqueria | Latinx Club | National Honors Society