

Dominic Roser

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EXPERIENCE

• TRC Companies

06 2024 - 09 2024

Intelligent Grid Solutions Intern

Seattle, WA - Hybrid

- Developed, tested, and analyzed machine learning models and testing tools using Tensorflow and Scikit Learn to estimate missing values within Advanced Meter Infrastructure datasets to aid in utilities' billing accuracy.
- Utilized GIS databases to assist in Distributed Energy Resource Management Systems data governance and quality.
- Developed a client project proposal parsing tool and a corresponding relational database.
- Utilized Apache Spark to process big data (power and weather) to give a constant time speedup to database lookup and predictive machine learning training times for power estimation.
- Recognized for being the Star Intern of the week 7/26 - [LinkedIn Post](#)

• Washington Global Issues Network

04 2020 - 06 2022

Web Developer, Logo Designer, Core Organizing Committee, Conference Co-Lead

Seattle, WA

- Chief website developer using WordPress and Divi. Synced website and registration and managed volunteer work that orchestrated the registration of 100+ students worldwide for the WAGIN Conference. (2021-2022)
- Co-led the organizing committee for the conference, co-led conference schedule, oversaw keynote speaker lectures, and led student workshops and group discussions. (2021-2022)
- Assisted in website development and style, created and edited logos for the conference. (2020-2021)

EDUCATION

• University of Washington

09 2022 - 06 2025

B.S. in Computer Science at Paul G Allen School for Computer Science and Engineering

Seattle, Washington

- **GPA:** 3.53/4.00
- **Relevant Courses:** Game Development Capstone, Human-AI Interaction Capstone, Data Management, Artificial Intelligence, Software Engineering, Human-Centered Interaction, Systems Programming, Computer Security, Computer Graphics, Computer Vision, Hardware/Software Interface, Foundations of Computing I, II, Matrix Algebra Applications, GIS and Mapping, Software Design and Implementation, Algorithms, Data Visualization, Data Structures.

PROJECTS

• Fit Quest: University of Washington Software Engineering

09/24-12/24

Tools: React Native, TypeScript, HTML, Firebase, Expo



- Worked alongside a team of software engineers to develop an Android mobile app that gamifies fitness progress.
- UI/UX Software Engineer responsible for design research, Figma design, and low-fidelity prototyping.
- Lead workout tab developer, front-end UI and back-end developer, and corresponding documentation developer.

• Rowmageddon: University of Washington Game Development Capstone

01/24-3/24

Tools: Unity, C#, Tilemaps, WebGL, Unity Analytics, IndexedDB, Trello, Splines, REST APIs, Low-Fidelity Testing



- Developed a rowing racing video game through Unity with tutorials, power-ups, NPC enemies, 16 themed levels, a shop, and collectibles. Worked with a team of game developers to analyze and improve user retention. [Play here!](#)
- Used analytical data to accrue 400+ active users, developed specific analytics to track user retention and actions, creating visualizations to analyze the data. Evidence-based improvements in analytics and advertising resulted in an 184% increase in retention and a 49% increase in player base.

• Gaze Groove: Massachusetts Institute of Technology Reality Hack 2025

1/25

Tools: STYLY, Unity, VisionOS, Visual Scripting, XR Interaction Manager



- Winner of Best Use of STYLY. [Devpost](#)
- Developed an immersive Jazz music-playing experience where players can play their instruments in a virtual XR environment. Using VisionOS head and hand tracking, users can cue musicians with their eyes and hands.
- Co-Lead Unity developer, XR integration tester, and deployment manager.

• Betbreaker: University of Washington Human-Computer Interaction

11/24

Tools: Figma, Paper Prototyping, Sketching, Low Fidelity Testing

- [Overview](#) Designed and prototyped a gambling web extension in Figma, conducted UX testing, and refined the user experience for optimal usability. Winner of Most Unique Concept. [Figma](#)

• Lazer Home: Immerse the Bay XR Hackathon 2024 - Stanford University

11/24

Tools: Unity, Meta Quest 3, C#, OpenXR, XR Interaction Manager



- Developed a VR immersive concert experience that won Best of Creative/Artistic XR. [Devpost](#)

SKILLS

- **Programming Languages:** Java, Python, C, C#, C++ Assembly, JavaScript, Typescript, CSS, HTML, SQL, Swift
- **Technologies:** AWS, DynamoDB, CognitoAuth, REST, React, React Native, Apache Spark, PySpark, Hadoop, TensorFlow, SkLearn, Divi, WordPress, Office suite, Django, Flask, Git, Azure, Unity Development, Blender3d, NativeWind, Bash, LATEX, Firebase, QGIS, Observable, Tableau, D3, SwiftUI, Visual Scripting, JDBC.