

# Dominic Ginter

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## EDUCATION

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### University of Nevada, Reno

*Bachelor of Science in Computer Science and Engineering*

Reno, NV

*Aug. 2017 – May 2021*

- 3.65 GPA
- Dean's List Spring 2018, Spring 2019

## EXPERIENCE

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### Package Handler

*Fedex Ground*

June 2020 – August 2020

*Henderson, NV*

- Helped scan and sort packages to specific truck load
- Worked with a team in a fast-paced environment
- Analyzed and ensured quality of packages

### QA Tester

*2K Vegas*

June 2019 – September 2019

*Las Vegas, NV*

- Bug Tracking/Logging
- Defect and Bug Discovery
- Regression Testing
- Worked with issue tracking software such as Jira and Test Track Pro

### Cook/Cashier

*Bodawgs*

August 2018 – February 2019

*Reno, NV*

- Operated cash register
- Cooked and served food
- Supervised other workers
- Followed food safety protocols

## PROJECTS

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### Nozone | Unreal Engine, C++, Git

August 2020 – Present

- Project Manager
- Worked with a team to develop a 2D fighting game in Unreal Engine
- Drafted multiple game design documents

### Simulating Multi-level Hierarchical Routing | Python, Matplotlib, Git

Jan 2020 – May 2020

- Used multiple Python libraries such as Matplotlib and SciPy
- Collaborated with fellow students using Git
- Utilized multiple routing algorithms such as Dijkstra's shortest path algorithm

## TECHNICAL SKILLS

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**Languages:** Python, C/C++, HTML/CSS

**Developer Tools:** Git, VS Code, Visual Studio, IntelliJ

**Libraries:** pandas, NumPy, Matplotlib