# Julian **Domingo**

Looking for a part-time internship in software development during the spring 2017, fall 2017 and / or spring 2018 semester.

713-628-6856 | julianadrianodomingo@gmail.com | juliandomingo.github.io | juliandomingo | juliandomingo

## Education

### The University of Texas at Austin

*Austin, TX*

B.S., Electrical and Computer Engineering, Major GPA: 3.5 — *Fall 2018*

- **Coursework:** Algorithms, Software Design Laboratory, Software Design and Implementation (C/C++, Java, Data Structures), Software Testing, Introduction to Computing Systems (Assembly, Computer Architecture), Introduction to Embedded Systems (ARM Assembly)

## Employment

### Amazon.com

*Seattle, WA*

Software Engineer Intern — *May 2017 to Aug 2017*

- TBD

### Intel Corporation

*Austin, TX*

Post Silicon Validation Intern — *Oct 2016 to Present*

- Integrated new testing functionality into validation testing codebase and developed a GUI in Kivy to simplify selection and loading of tests
- Developed Python scripts to automate web scraping of HTML test logs, saving the data into easily traversed spreadsheets with external APIs
- Optimized script run-time efficiency, significantly reducing time costs for validation team

## Projects

### Personal Website

https://juliandomingo.github.io/

- Designed a website portfolio to gain experience in web development technologies
- Implemented JavaScript and JQuery to integrate a randomized background on load and an on-click button to display all backgrounds once before visiting an old background

### Chat Client

https://github.com/JulianDomingo/ChatRoom-1

- With a partner, developed a chat client in Java with socket programming using observer design pattern
- User could communicate with other users from different machines, privately messgae users, send emojis, login with a unique username, logout from the server, and see who is online real-time with the UI written in JavaFX

### Embedded Systems Game

https://github.com/JulianDomingo/EE319K

- With a partner, designed from the ground up a ”dungeon crawler” game in C through a microcontroller and won third place in a class of 50+ teams
- Implemented finite state machine for the player to change rooms, concurrent background music, and utilized double buffering to improve rendering quality

### Blip Language and Parser

https://github.com/JulianDomingo/EE312/tree/master/Project6

- Creeated programming language in C++ that parsed input from text file and handled integer instantiation and computation, output to console, conditionals, and while loops
- Utilized polish notation in the form of expression trees to handle integer computation

## Skills

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|---|---|
| **Languages** | Java, C, C++, Python, Assembly |
| **Web Development** | HTML, CSS, JavaScript |
| **Libraries** | JQuery, BeautifulSoup |
| **Markup** | XML, LaTeX |
| **Tools** | Voltmeter, Oscilloscope, Soldering, Circuit Building and Analysis |
| **Frameworks** | Bootstrap, Kivy |