

# Julian Domingo

**LOOKING FOR A PART-TIME INTERNSHIP IN SOFTWARE DEVELOPMENT DURING THE FALL 2017 AND / OR SPRING 2018 SEMESTER.**

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## Education

### The University of Texas at Austin

**B.S., ELECTRICAL AND COMPUTER ENGINEERING, MAJOR GPA: 3.5**

*Austin, TX*

*Fall 2018*

- **Coursework:** Algorithms, Concurrent and Distributed Systems (Java Concurrency, Cloud Computing), 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

**SOFTWARE ENGINEER INTERN**

- TBD

*Seattle, WA*

*May 2017 to Aug 2017*

### Intel Corporation

**POST SILICON VALIDATION INTERN**

*Austin, TX*

*Oct 2016 to Present*

- Integrated new testing functionality into validation testing codebase and developed a graphical user interface 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

### Chat Client

**[HTTPS://GITHUB.COM/JULIANDOMINGO/CHATROOM](https://github.com/JulianDomingo/ChatRoom)**

- 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 message 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](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 used double buffering to improve rendering quality

### Blip Language and Parser

**[HTTPS://GITHUB.COM/JULIANDOMINGO/EE312/TREE/MASTER/PROJECT6](https://github.com/JulianDomingo/EE312/tree/master/Project6)**

- Created 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

## Academic Involvement

### Codepath.com

**TEACHING ASSISTANT - WEB SECURITY**

*Austin, TX*

*Jan 2017 to Present*

- Lead weekly discussion sessions overviewing topics in web security fundamentals, and assist students in assignments applying these fundamentals utilizing PHP and MySQL

## Skills

<b>Languages</b>	Java, C, C++, Python, SQL, PHP
<b>Web Development</b>	HTML, CSS, JavaScript
<b>Frameworks/Tools</b>	jQuery, Bootstrap, Kivy
<b>Other</b>	Voltmeter, Oscilloscope, Soldering, Circuit Building and Analysis