

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

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 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

Personal Website

[HTTPS://JULIANDOMINGO.GITHUB.IO/](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](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 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 utilized double buffering to improve rendering quality

Academic Involvement

CodePath

Austin, TX

TEACHING ASSISTANT

Jan 2017 to Present

- For CodePath's Web Security Course
- Lead weekly discussion sessions overviewing topics in web security fundamentals, and assist students in assignments applying these fundamentals utilizing PHP and MySQL

Skills

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