

#### 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 Fall 2018

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

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

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**

JULIANDOMINGO.GITHUB.10

Designed a website portfolio to gain experience in web development technologies

Implemented JavaScript and JQuery to integrate a randomized on click background algorithm 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
- İmplemented finite state machine for the player to change rooms, concurrent background music, and utilized double buffering to improve rendering quality

# Academic Involvement \_\_\_\_\_

# Codepath.com

**TEACHING ASSISTANT - WEB SECURITY** 

Jan 2017 to Present

Austin, TX

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, SQL, PHP, ARM Assembly

Web Development HTML, CSS, JavaScript

**Frameworks/Tools** jQuery, Bootstrap, BeautifulSoup, Kivy

**Other** Voltmeter, Oscilloscope, Soldering, Circuit Building and Analysis