# 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, 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

**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

## Academic Involvement

**Codepath.com**                                                                                      *Austin, TX*
**TEACHING ASSISTANT - WEB SECURITY**                                                           *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

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|---|---|
| **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 |