

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

- **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)

Austin, TX

Fall 2018

Employment

Amazon.com

SOFTWARE ENGINEER INTERN

- TBD

Seattle, WA

May 2017 to Aug 2017

Intel Corporation

POST SILICON VALIDATION INTERN

- 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

Austin, TX

Oct 2016 to Present

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

TEACHING ASSISTANT

- 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

Austin, TX

Jan 2017 to Present

Skills

Web Development

Frameworks

Languages

Libraries

Markup

Tools

HTML, CSS, JavaScript

Bootstrap, Kivy

Java, C, C++, Python, Assembly

JQuery, BeautifulSoup

XML, LaTeX

Voltmeter, Oscilloscope, Soldering, Circuit Building and Analysis