

Julian Domingo

LOOKING FOR A PART-TIME INTERNSHIP IN SOFTWARE DEVELOPMENT DURING THE SPRING 2017, 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

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

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