

# Julian Domingo

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## Education

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### 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 • Software Design and Implementation (C, C++ and Java Data Structures) • Software Testing • Introduction to Computing Systems (Assembly, Computer Architecture)
- Introduction to Embedded Systems (ARM Assembly)

## Employment

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### Amazon.com

Austin, TX

#### SOFTWARE ENGINEER INTERN

May 2017 to Aug 2017

- Developing a service to automate trouble ticket resolving through natural language processing
- Requested ticket categories correctly classified with an approximated 90% accuracy
- Classifier capable of filtering out outlier ticket issues and rectifying misclassifications

### Intel Corporation

Austin, TX

#### POST SILICON VALIDATION INTERN

Oct 2016 to Apr 2017

- Migrated chip validation testing to a C# platform with greater access to hardware interfacing
- Added processor logging features for a validation program made by a graduate intern
- Created a graphical user interface in Kivy for selection and loading of test programs for chip validation
- Developed Python scripts to automate manual testing procedures, reducing time costs for validation teams

## Projects

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### Chat Client

#### [HTTPS://GITHUB.COM/JULIANDOMINGO/CHATROOM](https://github.com/JulianDomingo/ChatRoom)

- 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, background music, and used double buffering to improve rendering quality

### Language Parser

#### [HTTPS://GITHUB.COM/JULIANDOMINGO/EE312/TREE/MASTER/PROJECT6](https://github.com/JulianDomingo/EE312/tree/master/Project6)

- Created C++ program which parsed input from a text file and handled integer instantiation and computation, output to console, conditionals, and while loops
- Handled integer computation statements in polish notation with expression trees

## Academic Involvement

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### Codepath.com

Austin, TX

#### TEACHING ASSISTANT - WEB SECURITY

Jan 2017 to May 2017

- Lead weekly discussion sessions overviewing topics in web security
- Learn to use PHP, MySQL, and a variety of security tools in the Kali linux distribution through Docker containers

## Skills

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Languages	Java, C, Python, PHP, MySQL
Web Development	HTML, CSS
Other	Voltmeter, Oscilloscope, Soldering, Circuit Building and Analysis