Julian **Domingo**

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Education

The University of Texas at Austin   *Austin, TX*
B.S., Electrical and Computer Engineering, Major GPA: 3.5   *May 2018*
- **Relevant 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, C), Data Science Lab (Python, ML / AI topics), Operating Systems, Probability and Random Processes

Employment

Amazon.com
Software Engineer   *July 2018 - Present*
- TBD

Amazon.com   *Austin, TX*
Software Engineering Intern   *May 2017 to Aug 2017*
- Developed a service to automate resolving commonly encountered trouble tickets through natural language processing
- Using multinomial Naive Bayes, text classification model categorizes tickets with an average 90% accuracy rate despite small training data sets
- Service can detect unrelated tickets and attempt to rectify incorrectly classified tickets, and resolved the bulk of scoped tickets upon deployment
- Technologies used: Java, S3, Apache OpenNLP, Mockito, internal Amazon APIs

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

Transient
github.com/JulianDomingo/transient
- Working with a group, created an interactive web application that allows users to communicate in transient, private channels
- Written using JavaScript and vanilla HTML / CSS with Firebase backend services

Microcontroller Video Game
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
- Allowed for the player to change rooms, added background music, and used double buffering to decrease stutter and tearing in image displaying

Academic Involvement

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

Languages	Java, Python, C, JavaScript
Web Development	HTML, CSS
Other	Git, Voltmeter, Oscilloscope, Soldering, Basic Circuit Building and Analysis