

# Julian Domingo

<http://www.juliandomingo.github.io>

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## EDUCATION

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- **The University of Texas at Austin** Austin, TX  
*Bachelor of Science in Electrical and Computer Engineering; GPA: 3.30* Aug 2015 – May 2018
- **The University of Texas at Arlington** Arlington, TX  
*Undergraduate Studies; GPA: 4.00* Aug 2014 – May 2015

## EXPERIENCE

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- **Amazon Lab126** Austin, TX  
*Software Engineer, Alexa Devices* August 2018 - Present
  - Created a scalable LED driver for an upcoming Amazon Echo device supporting animations, color mixing, and gradual brightness sharpening
  - Developed a tool simulating signal noise from DDR memory during common use cases for Amazon devices
  - Tool is used extensively by RF (radio frequency) teams to mitigate noise, significantly reducing manufacturing costs
- **Amazon.com** Austin, TX  
*Software Engineering Intern, Amazon Fulfillment Technologies* May 2017 - Aug 2017
  - Implemented a service to automate resolving commonly encountered trouble tickets through natural language processing
  - Model categorized tickets correctly with an average 90% accuracy rate
  - Technologies used: Java, S3, Apache OpenNLP, Mockito, internal Amazon APIs
- **Intel Corporation** Austin, TX  
*Post Silicon Validation Intern, Circuit Marginality Validation* Oct 2016 - Apr 2017
  - Migrated chip validation testing to a C# platform with greater access to hardware interfacing
  - Worked on Python scripts to automate manual processor testing procedures
  - Created a graphical user interface in Kivy for selection and loading of test programs for chip validation

## PROJECTS

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- **Transient Chat Room**  
<https://github.com/JulianDomingo/transient>
  - Working with a group, created an interactive web application that allows users to communicate in temporary, private channels
- **Microcontroller Video Game**  
<https://github.com/JulianDomingo/EE319K>
  - With a partner, designed from the ground up a dungeon crawler game in C through a microcontroller supporting obstacle detection, homing enemies, background music, and double buffering for reduced image stutter and tearing
- **Concurrent Skip List**  
<https://github.com/JohnStarich/java-skip-list>
  - As a team, implemented a skip list data structure capable of concurrent modifications, using both a fine-grained and lock-free approach

## PROGRAMMING SKILLS

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- **Languages:** Python, Java, C, C++
- **Other:** AWS, Git, HTML, CSS