# ~ FII7ABETH DOMINGUEZ LEON ~

#### CONTACT

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# TECHNICAL SKILLS

# Web Development

HTML MongoDB
CSS Express
JavaScript Angular
Media Queries Node
RESTful APIs

# **Embedded Systems** Back-End

Assembly Java C C#

## LINKS

#### **Portfolio**

lizdominguez.github.io/

#### LinkedIn

www.linkedin.com/in/elizabeth-dominguez-leon-86142b102/

### **EDUCATION**

# B.S. Electrical Engineering University of Florida August 2017

 Completed several courses such as Programming Fundamentals in Java, C, and C++, Microprocessor Applications, Digital Logic & Computer Design, and Data Computer Communications.

# Senior Design Project Item Management RFID System Spring 2017

- Designed an IoT system and a Manchester-encoded RFID reader
- Stored RFID data in a SQLite database
- Utilized AWS to host website displaying real time database content

# Embedded Systems Microprocessor Programming 2015 - 2017

 Developed microprocessor applications in Assembly and C for Atxmega128AIU that feature USART, ADC, DAC, DMA, EBI, SPI, timers, interrupts, I/O ports, and external devices such as accelerometer and LCD.

#### EXPERIENCE

# Apprentice Web Developer Freelance October 2017 - Present

- Work alongside a senior developer to create and manage large, complex front-end projects for corporate clients.
- Utilize the knowledge I gain on-the-job to create personal projects and contribute to open-source software.

## Engineering Intern The Tech Toybox Jun 2015 - Aug 2015

- Met one-on-one with clients to discuss the viability and the design process of their innovations.
- Created proof-of-concept prototypes using AutoCAD, embedded systems programming, and PCB design software that clients utilize to patent their innovations.

### PROJECT HIGHLIGHTS

#### **Web Development Projects**

- Full-stack development projects using MEAN Stack:
  - A campsite review website that stores and displays user-generated information, comments, and ratings, and allows users to sign up, log in/out, add, edit, and remove content.

#### Games

Created and designed games in C# in the Unity Game Engine