Dominic Balassone

Software Developer

dominic.balassone@gmail.com

(510) 461 -8141

https://dominic.balass.one/

CAREER OBJECTIVE

Obtain a full-time programming and/or design career with a company in need of software engineering and UI/UX design prospects, where I can improve upon and create efficient, error resistant, and user friendly systems, specifically those involving data visualization, analytics, and general usability.

KEY TECHNICAL SKILLS

- Built full-stack web applications using Javascript libraries (Node.js, Socket.io, React)
- Designed and integrating both SQL and NoSQL database schemas (PostgreSQL, MongoDB)
- HTML and CSS expert including efficient DOM traversal and SVG animations
- Understanding of Machine Learning and AI, and how to use it in practice
- Comfortable designing, carrying out, and analyzing data from experiments
- Firm understanding of Agile methodology and SCRUM
- Passion for Graphic Design, from image capture and modification to stylistic presentation

WORK EXPERIENCE & PROJECTS

Nyentek

Software Developer **Nov 2016 – April 2017**

Designer and implementer of a webapp for Court Reporters to manage file distribution to their clients. Stack included a React/Redux frontend for client and admin sites as well as a NodeJS/Express/MongoDB API backend which is responsible for serving the frontend, exposing the proper files the the clients with the corresponding permissions. Additionally, update and maintain implementation of FireBase messaging for several iOS and Android applications for other clients.

UCSC - PureStorage Real-Time Analytics Heatmap

Lead Designer and Full-Stack Programmer **Winter – Spring 2016**

Full stack implementation of a real-time web application for monitoring server diagnostics. Implementation uses Amazon Web Services (S3, Lambda) and RethinkDB for the backend, connects to a NodeJS server which serves a D3 heatmap, updates in real-time on the client's browser through Socket.io. Heatmap updates in the browser thousands of times a minute based on data inserted into the database, with minimal delay. The heatmap also reacts to user input and may query the backend for extra data to visualize.

Smart Energy Analysis Disaggregation Systems (SEADS)

Backend Data Analysis and Frontend Visualization **Fall 2015 – Spring 2016**

Researched and implemented a sliding window algorithm for event detection within an electical load monitoring system. Once the data was processed by the designed algorithm, it was then viewable on the frontend, where a D3 time-series graph would update to show where events occurred over time.

The Touchdown Adventures of the Philae Lander

UI Programmer and Level Designer **Fall 2015**

http://mcfli.itch.io/the-touchdown-adventures-of-the-philae-lander

Javascript game built on the Phaser Game Engine for game design class at UCSC. Contributed to implementation of the physics engine, HUD, level design, and art assets.

EDUCATION

University of California, Santa Cruz

Cognitive Science BS, Computer Science BA **Fall 2013 – Spring 2016**

- Contributor to Smart Energy Disaggregation Systems (SEADS), a NSF funded project
- Research Assistant for Alan Kawamoto's linguistics lab, designed camera equipment
- 2015 Webmaster for the Cognitive Science Student Association