

Dominick Tolomeo

PHONE: 650-906-8991 • EMAIL: tolomeodom@gmail.com • PORTFOLIO: <https://tolomeod.github.io>

EDUCATION

M.S. Computer Science

San Jose State University

August 2025 – June 2027 (Expected)

B.S. Computer Science

Oregon State University

Sept. 2019 – June 2024

Language Proficiencies: C, C++, Python, JS, GDscript

EXPERIENCE

Staff Software Engineer

Sept. 2024 – August 2025

Hammerspace

- Company developing software to automate data orchestration across storage silos to power AI/DL
- Developed Prometheus collectors and formatters to analyze a variety of system data and metrics
- Built dynamic visualization of system metrics in Grafana to support real-time system monitoring
- Developed front-end and back-end GUI with React for production deployment
- Contributed to multiple product releases using continuous integration and deployment practices
- Added features in collaboration with customer support to address specific client needs
- Full time member of a software development team using SDLC and agile development best practices

Software Engineering Intern

Summer 2021, Summer 2022, Summer 2024

Corporation Services Company, DBS

- Member of web development team creating a new online domain management platform
- Created search components and features to help users manage their web domains
- Built an algorithm in Python to train an AI system to detect phishing attempts
- Collaborated with UX designers to create responsive and user-friendly interfaces
- Coded tasks in JavaScript leveraging React and Redux

Autonomous Driving Software Engineer

Global Formula Racing Team, Oregon State University

Sept. 2019 – June 2021

- Top-ranked Formula Student Team in the US, competing internationally.
- Researched and designed an SVM model to detect racing lines for car navigation.

RELEVANT PROJECTS

* - Denotes individual project, unmarked reflect group projects

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| AI Psychology Tutor | Capstone project. Trained a ChatGPT-4 Turbo model to tutor psychology (Python) |
| Thieves' Ascent | Created a 3D platformer for the Godot Wild Jam #81 (Godot) |
| Whimsighoul | Created a 2D top-down poltergeist game for SCREAM JAM 2025 (Godot) |
| Gamblin Gary | Created a 2D top-down rogue-like for the Brackey's 2025 Game Jam (Godot) |
| *League Predictor | Created a simple neural network to predict diamond-plus ranked wins (Python) |
| *Covid Algorithm | Algorithm to compare COVID variants and find the longest common genome (C) |

RESEARCH EXPERIENCE

Oregon Opportunity Grant

Attention and Performance Laboratory, Oregon State University | Jan. 2022 – Present

- Developed experiments coding within E-Prime using Python and conducted data analysis in R.
- Collected and analyzed neurological data collected from an electroencephalogram.
- Research topics include visual attention, working memory, and suppression.