Dominick Tolomeo

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EDUCATION

M.S. Computer Science August 2025 – June 2027 (Expected)
San Jose State University
B.S. Computer Science Sept. 2019 – June 2024
Oregon State University
Language Proficiencies: C, C++, Python, JS, GDscript

EXPERIENCE

Staff Software Engineer June 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 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

Thieves' Ascent	Created a 3D platformer for the Godot Wild Jam #81 (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)
***Hunt The Wumpus**	Recreated a text-based game where players find gold and hunt a creature. (C++)
Where's Robdo?	Created a game to find a hidden face randomly placed in a picture (HTML, CSS, JS)

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.