

Dominick Gurnari

SOFTWARE DEVELOPMENT ENGINEER

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Work Experience

Amazon Web Services (AWS)

Seattle, Washington

SOFTWARE DEVELOPMENT ENGINEER | AWS QUICKSIGHT

May. 2020 - Present

- Built and rolled out multiple features with React, Redux, Spring and DynamoDB, while designing high-scale architecture to support thousands of accounts.
- Worked closely with customers and customer support to respond quickly to issues for our users and provide long term solutions.
- Led discussions with core leadership, including principal engineers, director of engineering, head designer and lead project manager to present new features and articulate product vision.
- Helped on-board new teammates by volunteering as an on-boarding buddy, as well as introducing best practices for operations and reliability.

Capital One

Richmond, Virginia

SOFTWARE ENGINEERING INTERN

Jun. 2019 - Aug. 2019

- Built an integrated development environment with Angular for creation of metadata driven layouts, commissioned to enable designers to generate functional web applications through design.
- Worked with a product manager, designers and other developers to understand the needs of the users and build a modular project to serve those needs.

Carnegie Mellon University | Software Engineering Institute

Pittsburgh, Pennsylvania

RESEARCH AND DEVELOPMENT INTERN

Sep. 2018 - Dec. 2019

- Explored anomaly and intrusion detection on new robotics platforms and robotics middleware (such as ROS 2) via novel methods such as inverse reinforcement learning for deployment of autonomous vehicles.
- Developed and implemented extended functionality using CMake in NS-3, an Open Source Discrete Network Simulator, to model high density networks with supersonic objects.

Education

University of Pittsburgh

Pittsburgh, Pennsylvania

B.S. IN COMPUTER SCIENCE

Aug. 2016 - Dec. 2019

Projects

The Zoom Hub

Seattle, Washington

TECHNOLOGIES USED: JAVASCRIPT, REACT, NODE.JS, POSTGRESQL, HEROKU

Jun. 2020

- Built a social platform that accumulates online events for creators and participants, which attracted over 300 sign ups for the beta launch.
- Created an internal tool to parse and organize events submitted by users for ease of submission and enhanced user experience.

Rcyclr

Pittsburgh, Pennsylvania

TECHNOLOGIES USED: JAVA, ANDROID STUDIO, AWS EC2, GOOGLE MAPS API

Nov. 2017

- Led a team of 3 students to develop a mobile app for locating local recycling bins for peers without access to one.
- Awarded 'Best Environmental Hack' at CodeDay Pittsburgh, a hackathon with over a dozen competing teams.

Leadership

SteelHacks | University of Pittsburgh's Hackathon

Pittsburgh, Pennsylvania

CODIRECTOR

Jan. 2019 - Feb. 2020

- Partnered with faculty, staff and other students to host a 24 hour, Major League Hacking event with over 250 participants from multiple universities 2 years in a row.
- Received sponsorship from more than a dozen companies in order to raise over \$15,000 to arrange the event.
- My responsibilities included networking with sponsors, outreach to organizations and universities, advertising, and managing logistics.

Skills

SUMMARY

- Languages: Python, Java, JavaScript, C, C++, SQL
- Frameworks: React, Redux, Angular, Node.js, Flask, ROS (Robot operating system)
- Tools: AWS, Docker, Git, MongoDB, PostgreSQL, MySQL
- Other: Data structures, Algorithms, Distributed systems, Engineering best practices, Unit testing