

Dominic Zirbel

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EDUCATION

CARNEGIE MELLON UNIVERSITY
Class of 2018

BS in Mathematical Sciences with an additional major in Computer Science
Cumulative GPA: 3.41

BOWLING GREEN STATE UNIVERSITY
2009 - 2013

Credits equivalent to a minor in Mathematics, earned during high school
Cumulative GPA: 4.0

EXPERIENCE

THUMBSTACK
Software Engineer Intern
Summer 2017

Rebuilt the login flow in the Thumbstack customer Android app from the ground up. I added account creation and Facebook login, modernized the UI, and ran experiments. I was on the forefront of transitioning the app to a reactive paradigm with RxJava and translating Java code to Kotlin. I fleshed out existing solutions and added my own ideas, learning alongside the team and providing them with tools for the future.

IMAGING SYSTEMS TECHNOLOGY
Android Intern
Summer 2016

Developed an Android tablet app to monitor and control a manufacturing process. The app gathered live data via Bluetooth, calculated aggregates, displayed realtime graphs, and kept logs of past runs. I focused on handling large amounts of data in an extensible way and presenting the data in ways that facilitated the team's decision making.

METABOLISMFUN
Full-Stack Web Engineer
July 2013 - Jan 2015

Created the educational game MetabolismFun (metabolismfun.com) for Dr. Neocles Leontis at BGSU to teach metabolic pathways in an engaging, interactive way. I was responsible for programming, design, and deployment.

AGILE OASIS TECHNOLOGIES
Web Developer Intern
Summer 2015, 2013

Developed the social network Project Qi (projectqi.com) aiming to connect users to non-profits. I built standard features such as a profile, feed, pictures, and groups and worked closely with the client to craft the experience he had in mind. Designed and built the frontend for a variety of contracted websites.

PERSONAL ROBOTICS
Research Intern
Summer 2012

Designed an Android tablet app for in-house use with the humanoid robot HERB. The app provided a simple interface for normally difficult tasks such as adjusting motor position, displaying sensor output, or sending a direct command.

SKILLS

NATIVE ANDROID ENGINEERING

In depth knowledge of the Java API; experience with Kotlin, Gradle, Instant Apps
Worked with industry standards, mature codebases, and large-scale deployments

FULL-STACK WEB DEVELOPMENT

Frontend: JavaScript (jQuery), HTML5, CSS (Compass, Less)
Backend: PHP (Yii2, Zend), SQL, some Node.js and Python

PROGRAMMING

Java, C/C++, Python: solid foundation in the style and uses of these languages
Software Design: experience and training in maintaining large projects
Linux: day-to-day usage with top-level components (command line, scripting, Git)

MATHEMATICS

Strong academic core with a focus on Abstract Algebra and Combinatorics
Analytical thinking, problem solving, and abstract reasoning