Skills

Dominic Zirbel
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Full-Stack Web Development	HTML (Jade), CSS (Compass, LESS), JavaScript (jQuery)
	PHP (Yii/Yii2, Zend), node.js
	SQL (MySQL), NoSQL (MongoDB)
	Interest and real-world experience in Interface Design

General Programming	Native Android Development - practical experience, deep knowledge of the Java API
	C/C++, Python, Java - solid foundation in the style and uses of these languages
	Linux - day-to-day use and comfort with top-level components (command line, scripting)
	Git - extensive use for many years

Mathematics	Strong academic core, particularly in Graph Theory, Combinatorics, Linear Algebra, and Analysis
	Analytical thinking and problem solving
	Putnam Exam Scores: 2013 - 10 (~65th percentile), 2015 - TBA

Experience

Imagine Systems Technology
Intern; Android Development
Summer 2016

Developed a monitoring and control tablet app to display data from a manufacturing process in order to fine tune the procedure. Gathered live data via Bluetooth; tracked averages, regressions, and errors; displayed a powerful realtime graph; and kept logs of past runs.

I used the native Android SDK in Java and my focus was on creating an app capable of handling large amounts of generic data, and finding useful ways to present it to the team.

MetabolismFun
Full-Stack Web Engineering
July 2013 - Jan 2015

An online, turn-based educational game forcing the player to learn metabolic pathways in an engaging, interactive way to maximize their score.

I worked with Dr. Neocles Leontis at BGSU to develop the website to teach cellular metabolism in his classes and beyond. I was responsible for programming, design, and deployment and used Yii2, jQuery, and MySQL.

Agile Oasis Technologies
Intern; Web Development
Summer 2013, 2015

Summer 2015: Developed social network site Project Qi. In addition to standard features (profile, friends, groups, pictures, status feed) the site aimed to connect users to non-profit organizations. I used Yii2, MySQL, Bootstrap, and jQuery and worked closely with the client to create the experience he had in mind.

Summer 2013: Designed and built the frontend for a variety of contracted websites.

Personal Robotics
Intern; Android Development
Summer 2012

Designed an Android application for in-house use on a humanoid robot that provided a simple interface for normally difficult tasks such as adjusting motor position, displaying sensor output, or sending a direct command.

Game of Life
Independent Project
2009 - 2013

A simulation of Conway's Game of Life developed in Java, with emphasis on a smooth and intuitive interface. A tool as much as a game, the program allows users to work on an infinite grid, place predefined patterns, and watch cells evolve, with a powerful engine for fast simulation.

Education

Carnegie Mellon University
2013 - Current

Junior in the Mellon College of Science, double majoring in Mathematics and Computer Science

Cumulative GPA (as of Aug 2016): 3.1

Bowling Green State University
2009 - 2013

Math and Computer Science classes taken during high school, including senior-level Probability/Statistics and master's level Analysis

Cumulative GPA: 4.0

Saint John's Jesuit
High School 2009 - 2013

Graduated in 2013 as Valedictorian

Cumulative GPA: 4.8 on a 4-point scale

github.com/djynth/resume