Dominic Zirbel

dominiczirbel@gmail.com
github.com/dzirbel
412 204 7462

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

THUMBTACK *Software Engineer* June 2018 - Present	Worked for the Growth team on the Thumbtack customer Android app. In addition to building features and running A/B tests throughout the product, I had a focus on architecture and encouraging code quality and best practices. The app was built primarily in Kotlin with heavy usage of the reactive paradigm via RxJava.
THUMBTACK *Software Engineer Intern* Summer 2017	Rebuilt the login flow in the Thumbtack customer Android app from the ground up. I added account creation and Facebook login, modernized the UI, and ran A/B tests.
IMAGING SYSTEMS TECHNOLOGY *Android Intern* Summer 2016	Developed an Android tablet app to monitor and control a manufacturing process. The app received 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 online educational game MetabolismFun (GitHub source) with Dr. Neocles Leontis at BGSU to teach metabolic pathways to college students in an engaging, interactive way. I was responsible for programming, design, and deployment.
AGILE OASIS TECHNOLOGIES *Web Developer Intern* Summer 2015, 2013	2015: Developed the social network Project Qi aiming to connect users to non-profits. I built standard social media features such as a profile, feed, pictures, and groups and worked closely with the client to craft the experience he had in mind. 2013: 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
PROGRAMMING	Java/Kotlin, Python, C/C++: solid foundation in the style and uses of these languages Web development: PHP, Go, GraphQL, SQL, JavaScript, and HTML/CSS Linux: daily usage of top-level components (CLI, Bash scripting, Git)
MATHEMATICS	Strong academic core with a focus on Analysis, Combinatorics, and Abstract Algebra Analytical thinking, problem solving, and abstract reasoning