Dominick Smith
SOFTWARE ENGINEER

(407) 398-9800 | domsmith0416@gmail.com | dom-smith.github.io

Education

University of Central Florida   *Orlando, Florida*
B.S. IN COMPUTER SCIENCE   *August 2021 - May 2025*

Work Experience

Leidos   *Orlando, Florida*
SIMULATION DEVELOPMENT INTERN   *Feb. 2023 - Present*
- Developed simulation systems within large codebases using C++, Java, and Linux virtual machines to complete and fulfill multiple multi-million-dollar contracts
- Designed and tested virtual simulation software to meet government standards in Unreal Engine 5 and Unity
- Created Python tools and applications to automate tasks and generate proprietary simulation data for consumers and engineers
- Systematically identified and eliminated bugs within complex and interconnected systems of applications.

Universal Creative   *Orlando, Florida*
TECHNICAL INTERN – ADVANCED TECHNOLOGY INTERACTIVES   *Jan. 2023 - May 2023*
- Participated in research and analysis of technologies including software development, human computer interaction, research and prototype of computer games and mixed reality.
- Collaborated with software developers to design and develop game architecture in game engines, creating technical documentation for system framework standardization
- Utilized game engines to implement virtual attraction emulation of future attractions for virtual reality platforms.
- Executed design research of interactive experiences and participated in the blue-sky development of future projects

UCF Interactive Systems and User Experience (ISUE) Lab   *Orlando, Florida*
UNDERGRADUATE RESEARCH ASSISTANT   *March 2022 - June 2022*
- Assisted in the development of procedures documentation on students' ability to learn and interact within virtual reality
- Contributed to creating virtual reality environments for conducted studies using Unity and C# within the level design pipeline
- Supported methodological research and data analysis on student's opinions regarding interactive technology
- Prepared brief summaries and presentations on core subject matters and routine correspondence in response to readily identifiable data

Projects

Drone Simulator - KnightLight at UCF

UNREAL ENGINE 5, C++, C#, PYTHON, AZURE, DOCKER
- Simulation development tool for drones built in Unreal Engine 5 as a platform for AI research to experiment with deep learning and computer vision for autonomous drone piloting.

TravelBuddy

Linux, Apache, MYSQL, PHP, JAVASCRIPT, HTML, CSS
- Travel-themed personal contact manager utilizing a LAMP stack. Managed the project's overall direction and served as the lead frontend developer, ensuring seamless user experiences and a visually appealing interface

Honors & Awards
- Phi Eta Sigma National Honor Society
- Florida Medallion Scholarship
- National Society of Leadership and Success

Skills

Programming C, C#, C++, Python, Java, JavaScript, HTML
Back-end PHP, MySQL, Node.js, Apache
Simulation Unreal Engine 5, Unity, Maya, Blender
Soft Skills Agile Development, Problem-Solving, Collaboration, Adaptability, Continuous Integration/Continuous Deployment (CI/CD), Quality Assurance, Time Management, Communication Skills