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# Carlos Dominguez

## Software Engineer

<https://github.com/dominguerilla>

## SKILLS

### Frameworks and Languages

Angular & Typescript, Django & Python 3, Spring & Java, .NET & C#, Unity 3D Engine, Drupal 9 & PHP

### Tools and Methodologies

Git, Bitbucket, JIRA, Cloud Foundry, Jenkins, Test-Driven Development, Agile, Continuous Integration and Delivery

## EXPERIENCE

### **JP Morgan Chase & Co., Jersey City** - *Software Engineer II - Genesis*

JAN 2022 - PRESENT

- Developed and supported an Angular UI that enabled users to build hundreds of cloud clusters
- UI controlled an orchestration service that uses RackN and Terraform to configure and construct storage and compute clusters
- Roles based authentication and authorization consistent with firm's security policies
- Deployed in a scalable multi-region load balanced configuration from an automated continuous integration pipeline

### **JP Morgan Chase & Co., Jersey City** - *Associate - Genesis*

JAN 2019 - JAN 2022

- Designed, developed, and maintained a Django microservice that performed quality and configuration checks on thousands of cloud servers
- Capable of fine-grained configuration drift reporting of server memory/storage, network and software
- Deployed in a scalable load-balanced configuration from an automated continuous integration pipeline

### **JP Morgan Chase & Co., Jersey City** - *Technology Analyst - VCMS*

JULY 2017 - JAN 2019

- Nurtured an ad-hoc Rundeck service to a fully-fledged Django based cluster creation platform

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## EDUCATION

**Rutgers University, New Brunswick** - *BSc. of Computer Science*

SEP 2013 - MAY 2017

Published and presented [Automated Interactive Narrative Synthesis Using Dramatic Theory](#) in the ACM SIGGRAPH Conference on Motion in Games 2015, at a 21% acceptance rate.

## GAMES

In my free time, I enjoy creating video games with my small independent game development studio. [studio silog - itch.io](#)

### Tool Experience

- Unity, Godot, Blender (modeling/animation), FMOD

### Platforms

The games are deployed on [Windows](#), [web](#), and even [virtual reality](#). I created a custom toolkit that allows us to perform quick and reliable iterations to meet tight community deadlines (game jams).

### Toolkit Features

- Git and Plastic SCM automated builds through Unity Cloud
- Deployed to SideQuest, itch.io
- Supported workflows for developers, writers, 2D and 3D artists

### Genres

The genres in our games include [first person dungeon crawling](#), [short voice-acted narratives](#), [idle resource collection](#), and [slow motion virtual reality gunplay](#).