Dominic Galiano

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EDUCATION

Georgia Institute of Technology — Atlanta, GA
Master of Science in Computer Science, GPA 4.00 — *Aug. 2024 – Present*

The University of Texas at Austin — Austin, TX
Bachelor of Science in Chemical Engineering, Minor in Computer Science, GPA 4.00 — *Aug. 2019 – May 2023*

EXPERIENCE

Software Engineer — February 2024 – Present
Deloitte — *Boston, MA*

- Designed and developed a metadata onboarding pipeline consisting of five C# microservices using ASP.NET, PostgreSQL, Google Cloud Storage, Pub/Sub and GKE, supporting a terabyte-scale data archival system
- Developed an LLM-powered chatbot with Gemini 1.5 Pro and Gradio to automate new hire onboarding tasks, reducing manual support interactions by 75%
- Led a geographically diverse team of developers, conducting weekly code reviews and providing technical mentorship to ensure high-quality, on-schedule deliverables
- Collaborated with a globally distributed, multidisciplinary group of stakeholders to resolve integration challenges, align development with compliance regulations, and ensure long-term scalability and cost savings

Software Engineering Intern — May 2022 – August 2022
Samsung Semiconductor — *Austin, TX*

- Designed a full-stack web application using Django and React to monitor and visualize real-time manufacturing conditions, reducing daily task time by 90% for a team of 7 engineers
- Integrated backend code with Samsung's private cloud to enable real-time aggregation of process data, improving data accessibility and analytics capabilities
- Engineered a comprehensive digital knowledge base within Confluence, streamlining onboarding processes for 15 new engineers and technicians while enhancing information accessibility in preparation for an anticipated workforce expansion

PROJECTS

Distributed File System | *C++, gRPC, Protocol Buffers* — Fall 2024

- Created a distributed file system with client and server processes using C++, gRPC, and Protocol Buffers
- Features include asynchronous, push-based file updates, client write lock mechanism, and local file caching

Multithreaded Proxy Cache Module | *C* — Fall 2024

- Developed a multithreaded cache process using POSIX shared memory and message queues, enabling multiple local proxy server instances to access and share files at in-memory speeds

Homebase App | *Swift, Firebase* — Fall 2022

- Developed an iOS app using Swift and Firebase to enhance roommate collaboration and communication, featuring chore and event reminders, a shared shopping list, and task tracking
- Used CoreData for local data storage, UIKit for frontend UI design, and EventKit for calendar integration

TECHNICAL SKILLS

Languages: C#, Python, Java, C/C++, Go, Swift, JavaScript/TypeScript, SQL (PostgreSQL), HTML/CSS
Frameworks: ASP.NET, Entity Framework, Django, Flask, FastAPI, Spring Boot, Hibernate, Express, React, Redux, Next.JS, Svelte
Tools and Infrastructure: Kubernetes, Docker, Github Actions, OpenTelemetry, Prometheus, Grafana, gRPC, Nginx, Redis, PostgreSQL, GraphQL, GDB, Make, Git, Linux (Amazon, Ubuntu, Debian)
Libraries: Protocol Buffers, Langchain, Pandas, Matplotlib
Certifications: AWS Certified Cloud Practitioner, Google Cloud Associate Cloud Engineer