

Dominique Benito

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SUMMARY

I am an enthusiastic and driven Computer Engineering student with a passion for problem solving and expanding my knowledge of technology. I enjoy developing projects that improve my skills and furthers my love for the field of computing.

EDUCATION

University of Central Florida

Bachelor of Science in Computer Engineering

Minor in Mathematics

UCF GPA: 3.53/4.00

Orlando, FL

Expected Dec 2015

SKILLS

Programming:

Proficient in C++

Knowledgeable in OpenGL, Python, Java, and C

Familiar with Assembly Language, Perl, Bash, C#, and HTML & CSS

Software:

Experience using QT Framework, Linux Terminal, and Git (version control)

Familiar with Visual Studio, Eclipse, Unity3D, Adobe Photoshop

WORK EXPERIENCE

Nov 2013 - Present

Lockheed Martin Corporation

Software Engineering Intern, College Work Experience Program (CWEP)

- o Programmed a large range of tasks in C++ for the IRST project using a Linux OS
- o Discovered method that's 14% more efficient for the sensors display system using OpenGL
- o Designed and programmed an application using QT Framework that parsed and displayed data 37% faster than the old instrumentation printer

Aug 2012 - Apr 2014

EXCEL Program - Girls Excelling in Math and Science (GEMS)

Mentor, University of Central Florida

- o Encouraged incoming students to maintain/better their academic situations
- o Supplied resources for improving their first year experience

May 2013 - Jul 2013

RESEARCH EXPERIENCE

Data Visualization Center

Summer Research Assistant, University of North Carolina at Charlotte

- o Evaluated the effects of auto-adjustment for stereo view techniques in a virtual environment
- o Improved users completion time for manipulating objects by approximately 10.5%
- o Utilized C++, OpenGL, and Visual Studio to assist in the project's development

Jan 2013 - Apr 2013

Computer Vision Lab

Research Assistant, University of Central Florida

- o Worked with complex image manipulation and detection algorithms
- o Programmed Sobel and Canny edge detection algorithms using C

PROJECTS

Money Manager

[Java, XML, SQLite, and Android Development Kit]

Designed and implemented an Android app that graphs a user's expenses. The user can view their total expenses or view specific categories on where they spend the most money.

Melody Madness

[C++, OpenGL, and Visual Studio]

Research and designed a virtual reality CAVE game to encourage physical activity in children with autism. The object of the game was to catching the flying music; if the user misses the note the melody in the song at that point in time would be muted.

ORGANIZATIONS

Apr 2014 - Present

Tau Beta Pi (Engineering Honor Society) – President

Aug 2013 - Present

The Association for Computing Machinery – Member