Dominic Zirbel

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github.com/dzirbel

Work Experience

Thumbtack *Senior Software Engineer* June 2018 - May 2023 *Software Engineer Intern* Summer 2017	Worked on the Growth and Platform teams as an Android engineer. • Built features and ran A/B tests on the Kotlin Android apps and backend in Go/PHP/Python • Responsible for app architecture, CI/release pipelines, and developer productivity for the entire Android team • Conceived, planned, and drove adoption of new technologies including Compose, Navigation, and Coroutines, culminating in a new UI framework Cork
Imaging Systems Technology *Android Intern* Summer 2016	Developed an Android tablet app to monitor and control a manufacturing process. • Received live data via Bluetooth, calculated aggregates, displayed realtime graphs, and kept logs of past runs • Handled large amounts of data in an extensible way • Facilitated the team's decision making
MetabolismFun ⭘ *Full-Stack Web Engineer* July 2013 - Jan 2015	Created the online educational game MetabolismFun 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* Summers 2015 and 2013	Designed and built a variety of contracted websites, and including a social network Project Qi connecting users to non-profits. I worked closely with the clients to craft the experiences they had in mind.
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 in ROS.

Projects

Kotify ⭘ 2019 - Present	A work-in-progress third party desktop client for Spotify via its web API which I created and developed individually for enjoyment and practice. Built in Kotlin with JetBrains's multiplatform bindings for Jetpack Compose, the project aims to add new features on top of Spotify's platform to improve personal library organization for power users.
Open source	Contributed to open source projects including detekt and assertk

Skills

Native Android Development	Comprehensive knowledge of the native Java and Kotlin APIs and build tools In-depth experience with modern architecture: MVVM, Compose, Navigation, Coroutines Worked with industry standards, mature codebases, and millions of users
Programming	Koltin/Java, Go, Rust, Python: solid foundation in the style and uses of these languages Web development: GraphQL, Go, PHP, 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

Education

Carnegie Mellon University	B.S. in Mathematical Sciences with an additional major in Computer Science Class of 2018; 3.41 Cumulative GPA