

Dominic Zirbel

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EXPERIENCE

THUMBTACK <i>Senior Software Engineer</i> June 2018 - Present	Worked on the Customer Growth and Mobile Infrastructure teams as an Android engineer. I built features and ran A/B tests throughout the product on both the native Android apps and backend in Go/PHP/Python. As part of the small Mobile Infrastructure team I managed app architecture, code quality, CI/release pipelines, and developer productivity for the entire Android team. The apps were built primarily in Kotlin with heavy usage of the reactive paradigm via RxJava.
THUMBTACK <i>Software Engineer Intern</i> Summer 2017	Rebuilt the login flow in the Thumbtack customer Android app from the ground up. I added account creation and Facebook login, modernized the UI, and ran A/B tests.
IMAGING SYSTEMS TECHNOLOGIES <i>Android Intern</i> Summer 2016	Developed an Android tablet app to monitor and control a manufacturing process. The app received live data via Bluetooth, calculated aggregates, displayed realtime graphs, and kept logs of past runs. I focused on handling large amounts of data in an extensible way and presenting the data in ways that facilitated the team's decision making.
METABOLISMFUN <i>Full-Stack Web Engineer</i> July 2013 - Jan 2015	Created the online educational game MetabolismFun (GitHub source) 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 <i>Web Developer Intern</i> Summer 2015, 2013	2015: Developed the social network Project Qi aiming to connect users to non-profits. I built standard social media features such as a profile, feed, pictures, and groups and worked closely with the client to craft the experience he had in mind. 2013: Designed and built the frontend for a variety of contracted websites.
PERSONAL ROBOTICS <i>Research Intern</i> 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.

SKILLS

NATIVE ANDROID ENGINEERING	Comprehensive knowledge of the native Java API, including Kotlin, Gradle, Compose Worked with industry standards, mature codebases, and large-scale deployments
PROGRAMMING	Java/Kotlin, Python, Go, C/C++: solid foundation in the 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 Class of 2018	BS in Mathematical Sciences with an additional major in Computer Science Cumulative GPA: 3.41
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