KRISTINE DOMINGO

✉ kristineadomingo@gmail.com ⊕ kristinedomingo.com ✆ (713) 417-4961
in kristinedomingo ⓞ kristinedomingo

EDUCATION

University of Texas at Austin

Bachelors of Science and Arts Computer Science 2017

Business Foundations Program (24 hours)
Major GPA: 3.4

EMPLOYMENT

RetailMeNot, Inc. · Austin, TX
Software Engineering Intern — Jun 2016 to Aug 2016

- TBD

National Instruments · Austin, TX
Co-op Software Engineer — Aug 2015 to Nov 2015

- Part of a team in the research and planning phase of an unreleased customer too
- Wrote two feature specifications that converted product metadata into a new format

National Instruments · Austin, TX
Software Engineering Intern — Jun 2015 to Aug 2015

- Created a tool that allowed the company's product developers to quickly and easily access database information
- Designed the project to be a mixed-mode application, combining native code (C++, back-end) with managed code (C#, front-end)
- Given complete responsibility of the project (with guidance), from planning and design to initial release

ABB Enterprise Software · Austin, TX
Software Engineering Intern — May 2014 to Jul 2014

- Modified and expanded the company's Cordova mobile application, correcting errors and increasing efficiency
- Established proper set-up and tear-down between unit test fixtures (using the Mocha test framework)

PROJECTS

SWEet Music (sweetmusic.me)

- Created an interactive web application that allows users to browse a vast amount of music-related data
- Scraped ~2000 datapoints using Spotify's Web API to populate a MySQL database
- Used a plethora of tools, including Flask, SQLAlchemy, and AngularJS
- Worked with a group of five people for a class, "Software Engineering"

Requests for Exceptions (RFE) System

- Working with a partner, created an Oracle APEX application that administered a risk management system
- Selected as a "top 5" project out of ~45 others, to be used by the Applied Research Laboratories at the University of Texas at Austin

Neuroevolution with Video Games

- Created an artificial neural network and a rendition of a simple computer game (Flappy Bird)
- Connected the two programs, evolving the artificial intelligence to learn how to play

Interactive Evolution with Minecraft Textures

- Working with a group, created a program that could generate a design to display as a skin model in the video game, Minecraft
- Based on the concept of "evolutionary art"

SKILLS

Languages: Python, C++, C, Java, SQL
Web Development: HTML, CSS, JavaScript
Frameworks/Tools: AngularJS, jQuery, Node.js, Mocha, Bootstrap, Flask, SQLAlchemy