KRISTINE A. DOMINGO

706 W MARTIN LUTHER KING JR. BLVD APT 223, AUSTIN, TX 78701

(713) 417 4961   KRISTINE@CS.UTEXAS.EDU

EDUCATION

University of Texas at Austin

Bachelor of Science and Arts, Computer Science   (Expected) May 2017

- GPA (Computer Science classes): 3.41
- Relevant courses: Data Structures, Computer Architecture, Computational Intelligence in Game Design, Javascript, Operating Systems, Data Management, Object-Oriented Programming

EXPERIENCE

RetailMeNot, Inc.

Software Engineering Intern   June 2016 – Aug 2016

- TBD

National Instruments

Co-op Software Engineer   Aug 2015 – Jan 2016

- Planned, authored, and reviewed two feature specifications that would convert and record Legacy (7+ years old) product metadata into a new format, to be used in an upcoming, yet-to-be-released customer tool

Software Engineering Intern   June 2015 – Aug 2015

- Created a Mixed-Mode (C# front-end, C++ back-end) debugging tool that allowed National Instruments' product developers to easily and quickly access information stored in a product database
- Created a demonstration, that was shown to customers during NIWeek 2015, for a yet-to-be-released tool which allowed the company's flagship product to be installed on a user's computer in under a minute

ABB Enterprise Software (Ventyx, Inc.)

Software Engineering Intern   May 2014 – Aug 2014

- Modified and expanded existing code in the company's Cordova mobile application in order to correct errors, increase efficiency, and upgrade interfaces
- Heavily modified existing unit test code (Mocha test framework using the Selenium WebDriver) in order to ensure correctness of tests, as well as proper set-up and tear-down between test fixtures

PROJECTS AND RESEARCH

Neuroevolution with Video Games

- Created an artificial neural network and a rendition of a simple computer game (Flappy Bird), and connected the two in order to evolve the artificial intelligence to learn how to play

Interactive Evolution with Minecraft Textures

- Working with a group, created an artificial intelligence that could, with direction from a user, create an aesthetically pleasing design to display as the player's skin model in the video game, Minecraft

SKILLS AND ABILITIES

- Languages: C++, C, C#, Java, Python
- Web Development: HTML, CSS, Javascript
- Frameworks and Technologies: Apache Cordova, Travis CI, Jenkins CI, Google Test, Mocha