

KRISTINE DOMINGO

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EDUCATION

University of Texas

BSA in Computer Science
Business Foundations (24 hours)
Expected May 2017 | Austin, TX
Cum. GPA: 3.2 / 4.0
CS GPA: 3.4 / 4.0

LINKS

LinkedIn://kristinedomingo
GitHub://kristinedomingo

COURSEWORK

Undergraduate

Data Structures
Computer Systems
Operating Systems
Computational Intelligence
Object-Oriented Programming
Database Management
Software Engineering

SKILLS

Languages

C++ • C • Java • C# • Python

Web Development

HTML • CSS • JavaScript

Tools

jQuery • Bootstrap • Pure • Mocha
Google Test • Apache Cordova

EXPERIENCE

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

- On a team in the research and planning phase of an unreleased customer tool
- 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 product developers to easily access a product database
- Combined native code (C++ back-end) with managed code (C# front-end GUI), creating a “mixed-mode” application
- Tested an unreleased customer tool, creating a demonstration for NIWeek 2015 that allowed the company’s flagship product (LabVIEW) to be installed in under 1 minute

ABB Enterprise Software

Austin, TX

Software Engineering Intern

May 2014 to Jul 2014

- Modified and expanded the company’s Cordova mobile application, correcting errors, increasing efficiency, and debugging problems
- Established proper set-up and tear-down between existing unit test fixtures (using Mocha test framework)
- Established a working Continuous Integration setup with Jenkins

PROJECTS

Neuroevolution with Video Games (“Blocky Bird”)

- Created an artificial neural network and a rendition of a simple computer game
- Connected the two programs, evolving the artificial intelligence to learn how to play
- Done as part of the Freshman Research Initiative (FRI) program, in the stream “Computational Intelligence in Game Research”

Interactive Evolution with Minecraft Textures

- Working with a group, created a program that could generate a design to display as the player's skin model in the video game, Minecraft
- Used “Interactive Evolutionary Art” - individuals deemed “aesthetically pleasing” are selected, and other members of the population evolve in response to the selections

Requests for Exceptions System

- Working with a partner, created an Oracle APEX application that administered an overall risk management system, routing user requests through levels of approval
- 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