

Kristine Domingo

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EXPERIENCE

RetailMeNot, Inc. — *Software Engineering Intern*

JUNE 2016 - AUGUST 2016 — AUSTIN, TX

- Created the company's Gift Cards homepage (giftcards.retailmenot.com) with 2 other interns
- Performed full-stack work, using Redux with FlightJS (by Twitter) for the front-end, NodeJS for the back-end, and Spring for the Java API

National Instruments — *Co-op Software Engineer*

AUGUST 2015 - NOVEMBER 2015 — AUSTIN, TX

- Transitioned from an Intern role to a part-time Software Engineer, on a team in the research and planning phase of an upcoming product
- Wrote two specifications for features that would convert old product metadata into a new format

National Instruments — *Software Engineering Intern*

JUNE 2015 - AUGUST 2015 — AUSTIN, TX

- Created a mixed-mode (C++/C#) tool that allowed the company's product developers to quickly and easily access database information
- Given complete responsibility of the project (with guidance), from planning and design to initial release

ABB Enterprise Software — *Software Engineering Intern*

MAY 2014 - JULY 2014 — AUSTIN, TX

- Modified and expanded the company's Cordova mobile application, correcting errors, increasing efficiency, and fixing unit tests

ACADEMIC INVOLVEMENT

The University of Texas — *Undergraduate Teaching Assistant*

AUG 2016 - DEC 2016 — AUSTIN, TX

- For CS 373: Software Engineering, by Professor Glenn Downing

JAN 2016 - MAY 2016 — AUSTIN, TX

- For CS 314: Data Structures, by Lecturer Mike Scott

PROJECTS

SWEet Music — *sweetmusic.me*

- With a group, created an interactive web application that allows users to browse a vast amount of music-related data
- Written using Flask and AngularJS with a MySQL database

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" with user-guided evolution

EDUCATION

The University of Texas *Bachelor of Science and Arts in Computer Science*

AUGUST 2013 - MAY 2017
AUSTIN, TX

CS GPA: 3.47

Freshman Research Initiative
Computational Intelligence in
Game Research

Business Foundations Program

LINKS

GitHub: //kristinedomingo
Linkedin: //kristinedomingo

SKILLS

Languages

Python, C++, C, Java, SQL

Web Development

JavaScript, HTML, CSS

Frameworks/Tools

React, Redux, AngularJS,
Webpack, Karma, Mocha,
Spring, Babel, Sass

COURSEWORK

Software Engineering
Object-Oriented
Programming
Algorithms & Complexity
Database Management
Computational Intelligence
Computer Architecture
Operating Systems
Data Structures