

KRISTINE A. DOMINGO

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EDUCATION

University of Texas at Austin

Bachelor of Science and Arts, Computer Science

(Expected) May 2017

- Business Foundations Certificate, completed Spring 2016
- 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 unannounced, unreleased 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 an unreleased tool which allowed the company's flagship product, LabVIEW, to be installed on a user's computer in under a minute

ABB Enterprise Software (formerly 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: Git, Node.js, jQuery, Mocha, Google Test