

# KRISTINE DOMINGO

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## EDUCATION

### University of Texas

- BSA in Computer Science
- Expected May 2017 | Austin, TX
- Cum. GPA: 3.2 / 4.0
- CS GPA: 3.4 / 4.0

## LINKS

- [LinkedIn://kristinedomingo](https://www.linkedin.com/in/kristinedomingo)
- [GitHub://kristinedomingo](https://github.com/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

### Libraries/Frameworks

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

- Part of 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

#### Software Engineering Intern

Jun 2015 to Aug 2015

- Created a tool that allowed National Instruments' product developers to quickly and easily access information stored in a product database
- The tool was a mixed-mode application, combining native code (C++, functionality) with managed code (C#, GUI)

### 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 existing unit test fixtures, using the Mocha test framework

## 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

### 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