

# Kristine Domingo

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me@kristinedomingo.com

## 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

## 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

### **Neuroevolution with Video Games** —

- Created an artificial neural network and connected it to a simple video game, allowing the evolutionary algorithm 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 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**

## ACADEMIC INVOLVEMENT

### **The University of Texas** *Undergraduate Teaching Assistant (T.A.)*

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

## SKILLS

### **Languages**

Python, C++, C, Java, SQL

### **Web Development**

JavaScript, HTML, CSS

### **Frameworks/Tools**

React, Redux, AngularJS, Webpack, Babel

## COURSEWORK

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