

# Kristine Domingo

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## EXPERIENCE

### **RetailMeNot, Inc.** — *Software Engineering Intern*

JUNE 2016 - AUGUST 2016 — AUSTIN, TX

→ TBD

### **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 unreleased 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 tool that allowed the company's product developers to quickly and easily access database information
- Designed the program to be a mixed-mode application (C++/C#)
- 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 and increasing efficiency
- Established proper setup and teardown between unit test fixtures (using the Mocha test framework)

## 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 with 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, Austin, TX** — *Bachelor of Science and Arts in Computer Science*

AUGUST 2013 - MAY 2017

Major GPA: 3.4

Business Foundations  
Program (24 hours)

## SKILLS

### **Languages** —

Python, C++, C, Java, SQL

### **Web Development** —

HTML, CSS, JavaScript

### **Frameworks/Tools** —

AngularJS, jQuery, Node.js,  
Mocha, Bootstrap, Flask,  
SQLAlchemy

## COURSEWORK

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

## ACADEMIC INVOLVEMENT

### **The University of Texas, Austin, TX** — *Undergraduate Teaching Assistant*

JAN 2016 - MAY 2016

→ For CS 314, Data Structures