KRISTINE DOMINGO

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EDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN
Bachelors of Science and Arts in Computer Science   **Spring 2017**
- CS GPA: 3.47
- Business Foundations Program
- Freshman Research Initiative (Computational Intelligence in Game Design)

EMPLOYMENT

FACEBOOK   **Seattle, WA**
Software Engineer   **July 2017**
- TBD

RETAILMENOT   **Austin, TX**
Software Engineering Intern   **June 2016 to Aug 2016**
- Created the front-page of RetailMeNot Gift Cards (giftcards.retailmenot.com, pending publication)
- Performed full-stack work, using Redux with FlightJS (by Twitter), Node, and Spring for the Java API
- Added a banner with featured company deals to the RetailMeNot homepage, promoting Gift Cards as a RetailMeNot product

NATIONAL INSTRUMENTS   **Austin, TX**
Co-op Software Engineer   **Aug 2015 to Nov 2015**
- Transitioned from an Intern role to a part-time Software Engineer, on a team in the research and planning phase of an upcoming product
- Planned, designed, and wrote two specifications for features that would convert old product metadata into a new format

NATIONAL INSTRUMENTS   **Austin, TX**
Software Engineering Intern   **Jun 2015 to Aug 2015**
- Created a 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
- Wrote the UI in C# with Windows Forms, and the back-end in C++

ABB ENTERPRISE SOFTWARE   **Austin, TX**
Software Engineering Intern   **May 2014 to July 2014**
- Modified and expanded the company's Cordova mobile application, correcting errors and increasing efficiency
- Used the Mocha test framework to write and fix several unit tests

PROJECTS

SWEET MUSIC (SWEETMUSIC.ME)
- Working 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", using user-guided evolution

ACADEMIC INVOLVEMENT

THE UNIVERSITY OF TEXAS
Undergraduate Teaching Assistant   **Aug 2016 to Dec 2016**
- For CS 373: Software Engineering, by Professor Glenn Downing
- Assisted students in learning development tools (Docker, git, Travis CI) and web frameworks/tools (AngularJS, PostgreSQL, Flask)

THE UNIVERSITY OF TEXAS
Undergraduate Teaching Assistant   **Jan 2016 to May 2016**
- For CS 314: Data Structures, by Lecturer Mike Scott
- Led weekly discussion sections, graded weekly projects written in Java, and assisted students in learning fundamental data structures