

Kyle Domingos

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EDUCATION

Northeastern University, Boston, MA

Master of Science in Artificial Intelligence and Machine Learning, May 2025

- Member, Northeastern University E-sports Team

The University of Tulsa, Tulsa, OK

Bachelor of Science in Computer Science, December 2020

Bachelor of Science in Computer Simulation and Gaming, December 2020

Minor: Mathematics

- Varsity E-sports Team – Top 16 Collegiate Team in the US (2018-2020)

- TU Academic Team Member

Honors: University Academic Scholarship, 3rd Place – Heartland Gaming Conference Game Development Competition (2016)

TECHNICAL SKILLS

Programming: Python, Java, C++, C#, SQL, HTML, Assembly

AI/ML: Model design, training pipelines, data preprocessing, NLP, computer vision

Game Development: Unity (Certified), Unreal Engine, OpenGL, 3DS MAX, Blender

Web & Media: Final Cut, iMovie, GIMP, Google AdWords

Soft Skills: Rapid learning, creative problem-solving, team collaboration

WORK EXPERIENCE

Boston Neuropsychological Services, LLC, Needham, MA

IT Support Specialist | Dec 2020 – Present

- Designed and implemented network infrastructure to support remote operations and digital workflows

- Maintained and optimized the office phone system, ensuring continuous communication across teams

- Provided comprehensive hardware and software support, resolving issues efficiently to minimize downtime

- Collaborated with clinical staff to transition testing materials to digital platforms during COVID-19

Webmaster | Feb 2021 – Present

- Managed and updated all company web content using Joomla, Drupal, and WordPress CMS platforms

- Improved website performance, SEO, and accessibility, enhancing user engagement and search rankings
- Implemented content updates aligned with clinical and marketing objectives, including graphics, blogs, and resource pages

Social Media Manager | Jul 2018 – Aug 2018

- Spearheaded a multi-platform marketing campaign (Facebook, LinkedIn, Twitter) to expand brand awareness and engagement
- Designed visual content and wrote articles tailored to neuropsychological topics, driving website traffic
- Coordinated content schedules and analytics reporting to optimize marketing strategy

Freelance | Boston, MA | Jan 2018 – Jan 2020

Independent PC Builder & Technology Consultant

- Provided hardware consultations, build optimization, troubleshooting, and ongoing technical support
- Conducted in-depth market and component research to balance performance, thermals, compatibility, and budget constraints
- Operated a part-time business assembling custom desktop PCs tailored to client performance needs (e.g., gaming, creative production, general use)

PROJECTS

Game Engine (C++/OpenGL) – Proof-of-concept 3D game engine
 Let Me Out (VR Capstone Project) – VR Escape Room experience
 The Storm (Group Game Dev) – Year-long collaborative game development
 Heartbeat Horror – Wearable tech integrated biofeedback game prototype
 Global Game Jam Games – Divorce Race (2019), Matter Blaster (2018)
 nQueens Algorithm, NachOS, NASA Robotics Mining Competition – Various algorithm and system design projects

CERTIFICATIONS

Unity Certified Associate | May 2020 – Present

VOLUNTEER EXPERIENCE

Computer Simulation & Gaming Conference (CSGC), Tulsa, OK
 Speaker | Apr 2019
 - Presented on wearable technology integration for interactive gameplay

TU Hall Government Association, Tulsa, OK
Floor Representative | Sep 2016 – May 2018

- Led brainstorming sessions and organized campus events to improve student life