

KRISTINE DOMINGO

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EDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN

Bachelors of Science and Arts in Computer Science

Spring 2017

- 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

- Designed and developed the home page of RetailMeNot Gift Cards (retailmenot.com/giftcards) as part of a three-intern team
- Built the project from the ground up using Node.js, Express, FlightJS, Redux, Webpack, and Spring
- Coordinated the project extensively with product managers and UX designers, adding placements for promotional merchant advertisements

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

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# using Windows Forms with a C++ back-end

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 May 2017

- 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)

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

SKILLS

LANGUAGES: Python, C++, Java, SQL

WEB DEVELOPMENT: HTML, CSS, JavaScript

TOOLS/Frameworks: React, AngularJS, Sass, Webpack, Grunt, Mocha, Karma