Myles Domingo

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Work Experience

Fivestars, Software Engineering Intern
June 2019 - August 2019
- Implemented merchant feature with React and Typescript for applying customer rewards to transaction totals.
- Developed a CRUD application with PostgreSQL to create tag groups on lookup from centralized business database.
- Handled async API calls using redux-saga to communicate between customer tablets and merchant point of sales with 100% unit test code coverage.

Berkeley CS198, Instructor
August 2018 - Current | wdd.io/
- Teaches the fundamentals of web development and design principles using HTML/CSS, Javascript, and various prototyping tools.
- Facilitates lectures and discussions, hosts personal office hours, writes curriculum and grades assignments for over 120+ students

Projects

Draw Something! Web App
November 2018 | quickdraw-js.herokuapp.com/
- Inspired by Scribblenauts, created a web application that requests from Google's Quick, Draw! Dataset and generates randomized drawings of everyday objects
- Utilized Matter.js for 2D rigid bodies and P5.js to draw elements on canvas.
- Implemented dragging elements, queries, streaming data from .ndjson files, and parsing objects to draw vector strokes.

Checkpoint - Mobile App
November 2018 | *bit.ly/checkpoint-ui*
- Performed a case study that analyzed methods on how to improve the onboarding airport experience.
- Created visual design and digital mockup for a mobile application that focuses on displaying a set of important tasks to receive their boarding pass.

Dungeons and Dragons Character Creator UI
August 2018 | bit.ly/dungeons-and-dragons-ui
- Researched player interactions of classic pen and paper roleplaying game, Dungeons and Dragons, and translation of physical mediums to digital interfaces.
- Prototyped interactive mobile user interface that focused on user decision-making and removing arbitrary content to simplify player onboarding experience.
- Offers UI solution to lower barrier-to-entry for new players and decreases time between character creation and gameplay.

Education

UC Berkeley
Computer Science
Aug 2017 - May 2021

Relevant Coursework
Efficient Algorithms and Intractable Problems, Databases, Data Structures, Web Design, Ruby on Rails, Human Centered Design, Computer Architecture

Skills

JavaScript, React, Jest, Nightwatch, redux-saga, Python, HTML/CSS, Adobe XD, Figma

Activities

Blueprint, Technology for Nonprofits
Developer
Works in a team of five to build React applications pro bono for non-profit organizations, assisting their mission for social good.

Innovative Design
Web Developer
Designs websites pro bono for student organizations on campus and creates web-based projects with a focus on animation using CSS and Javascript libraries.

HEX
Workshop Facilitator
Leads mini-workshops for college students on campus on the fundamentals of prototyping, design principles, and animations/