

Myles Domingo

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EDUCATION | UC Berkeley, Class of 2021

Major: Computer Science

Skills: Python, Javascript, Java, Adobe Illustrator, Adobe XD, InVision Studio

Coursework: Web Design Decal, Efficient Algorithms and Intractable Problems (current), Human Centered Design DeCal (current), Ruby on Rails DeCa (current), Data Structures, Discrete Math and Probability, Foundations of Data Science

WORK EXPERIENCE

Summer Research Intern JUN 2016 - SEP 2017

Shiley-Marcos School of Engineering, University of San Diego

- Recently finalized, research publication completed with Prof. Truc Ngo
- Assisted in processing PMMA-TCP samples impregnated with flurbiprofen and developing drug impregnated bio-composites using supercritical carbon dioxide

PROJECTS

Dungeons and Dragons (D&D) Character Creator AUG 2018

Design | bit.ly/dungeons-and-dragons-ui

- Performed a UI/UX study on player interactions of the classic pen and paper roleplaying game, Dungeons and Dragons
- Designed interactable mobile user interfaces that focused on user decision-making and removing arbitrary content to move from a physical to a digital medium
- Provides a solution that lowers that barrier of entry to new-coming players and allows users to engage with the game quicker

BearMaps APR 2018

Data Structures, Java

- Parsed the OpenStreetMaps database to create a map overview of the Berkeley area
- Built data structure to handle a graph network of streets, buildings, and roads
- Rasterized images and implemented functions for the user to pan, zoom, and scroll across the map area
- Utilized A* and graph building to find the shortest path on queried coordinates

Dungeon Crawler MAR 2018

Data Structures, Java

- Prototyped a video game as part of an open-ended class project with Java StdDraw
- Created methods for random seeded room and hallway generation
- Produced objectives, win/loss conditions, and Unicode character tilesets
- Developed keyboard controls and file serialization for multiple game states

Vector Sky OCT 2017

Cal Hacks 4.0

- Used Paper.js as a framework to generate vector animations on a JS canvas
- Hashed 700-1000 animated strokes simulating rain or starry night environments
- Designed clock and welcome interface to resemble a web home page

ACTIVITIES

Innovative Design

innovativedesign.club

SEP 2017 - current

Works on web design requests using Adobe for on-campus clients as part of Cal's student graphic design agency.

CS 198 Teaching Assistant

wdd.io

AUG 2018 - current

Teaches lectures, reviews curriculum, and leads a group of students in learning the fundamentals of web design using HTML, CSS, Javascript, and JQuery.

Codeology

codeology.club

JUL 2018 - current

Leads media and marketing team to create logo design and branding for student organization that facilitates projects & connects CS students with professionals and alumni.

SAVE Initiative

MAR 2017 - MAY 2017

Performed as creative lead for branding and product design for environmental student organization; raised \$8000 by school administration