

Myles Domingo

mylesdomingo.com

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Work Experience

Berkeley CS198, Teaching Assistant

August 2018 - Current

- Leads a cohort of students in learning fundamentals of web design using HTML, CSS, and Javascript.
- Teaches lectures, hosts personal office hours, writes curriculum and grades assignments for over 150+ students

University of San Diego, Materials Science Research Intern

August 2018 - Current

- Contributed as material science research intern and recorded experiments for publication under Prof. Truc Ngo.
- Assisted in processing PMMA-TCP samples impregnated with flurbiprofen and developing drug impregnated bio-composites using supercritical carbon dioxide.

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 JSON objects to draw vector strokes

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.

BearMaps

August 2018 | *Data Structures*

- Parsed the OpenStreetMaps database to create a map overview of Berkeley
- Built data structure to handle a graph network of streets, buildings, and roads and calculated shortest path on queried coordinates utilizing A*.
- Rasterized images and implemented user interactions for panning, zooming, and scrolling.

Education

UC Berkeley

Computer Science

Aug 2017 - May 2021

Relevant Coursework

Efficient Algorithms and Intractable Problems, Discrete Math and Probability, Data Structures, Web Design Decal, Ruby on Rails Decal, Human Centered Design Decal, Linear Algebra

Skills

Python, Javascript, Java, HTML, CSS, Adobe Illustrator, Photoshop, XD, Figma, UI/UX, Visual Design

Activities

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.

Codeology

Lead Designer

Manages branding and marketing for computer science student organization that provides learning resources and promotes diversity initiatives.