

Hector Dominguez

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Summary:

Computer Engineering Graduate actively seeking for opportunities to further my experience and knowledge in the fields of Embedded Systems, Software Development, Mobile development and database management.

Skills

Primary Programming Language: C/C++

Experienced Programming Languages: Java, Objective-C, HTML, CSS, Bash, VHDL, VERILOG, LC- 3 Assembly Language

RDBMS: PostgreSQL, SQLite

Concepts: Socket TCP/UDP communication, Threads, Embedded systems, Mobile development, FPGA, Git source control, Software Life Cycle

Software: Linux, Windows, Matlab, PSpice, Latex, Xilinx, Atmel studio, NIOS II, Quartus IV, Android Studio, Xcode, Visual Studio

Hardware: Oscilloscope, Multimeters, function generators, Voltage supply, Circuit Analysis

Education

University of California Riverside

Bachelor's of Science, Computer Engineering

Expected graduation: March 31, 2015

Projects

November 2014

UCR Chatline (Mobile Application iOS App)

A UCR-based social media iOS application called UCR Chatline. With this app, users can add other users as friends and then chat with each other as well as post text, image, video, link like a microblog.

November 2014

A recreation of the Retro-Game Galaga (Embedded Systems Project + Android App)

A Recreation of the game of Galaga using a variety of Circuit components, Real-Time Operating Systems (RTOS) and Complex serial communication. An android application and a windows application are used as the game controller to operate the game.

August 2014 - Oct 2014

NES FPGA Emulator (FPGA Programming)

A recreation of the Nintendo Entertainment System on an FPGA. Using a Terasic DE2i-150 development board, build from the ground up.

July 2014

Bluetooth Remote Controlled Car (Embedded Systems Project + Android App)

A combination of Circuit components used to create a fully working Remote Controlled Car. The Car is operated via an Android application through Bluetooth signals also created for this specific project.

December 2013 - Feb 2014

Breakout Game (Embedded Systems Project)

A re-creation of the old school video game "Breakout" using an ATmega 1284 Microcontroller, an LED Matrix, Shift registers, SNES Controller, LCD Screen, A 7 Segment display and a speaker,

December 2013

Compression/Decompression software (Algorithms Project)

Program Compresses and Decompresses any Text files, following the Huffman Encoding Algorithm

April 2013

File Transfer Protocol (FTP) server/client (Socket Programming Project)

Simplified "FTP" style program in which a user running the client code, requests a set of files and directories from a user running the server code, and receives the requested data.

March 2013

My Shell (System Programming Project)

Program which imitates a standard shell on Linux. Features include the ability to run commands, piping, i/o redirection, and signal handlers. Implemented using POSIX C functions such as, dup2, stat, readdir, fork and sigaction

Employment

November 2012 – May 2013

Metrosel Corp Warehouse

Shipping Department

Process and package goods in a time efficient manner

August 2012 – September 2012

IFCO Factory warehouse

Sorting Department (Temporary Worker)

Received and sorted inventory under fast-paced supervision

July 2009 – June 2010

McDonald's

Crew Member

- Maintained high standards of customer service during high-volume, fast-paced operations
- Communicated clearly and positively with coworkers and management

Organizations

August 2014- Present

Member of Society of Hispanic Professional Engineers (SHPE at UCR)