Pablo Solano

Culver City, CA | [LinkedIn](#) | [Website](#) | [GitHub](#)

SKILLS & SPECIALTIES

- *Programming – Proficient*: C++, Godot & GDScript, Python, C#, Unity, JavaScript, Java, LATEX
- *Programming – Experienced*: Maya, C, SQL, Dart, Android, Bash, HTML, CSS, Assembly
- *Languages*: Spanish, English

PROFESSIONAL EXPERIENCE

Global Fund to End Modern Slavery, Remote   **Spring - Fall 2021**

Game Programmer (Paid Internship)

Godot (Game Engine), GDScript, C++, Qt

- Lead developer for an educational game on the problem of human trafficking
- Made using Godot game engine and GDScript

University of Wyoming |NSF REU Site, Laramie, WY   **Summer 2021**

VR Programmer (Paid Internship)

Humans Move

Unity, C#, XR Interaction Toolkit, ADB, Oculus Quest 2

- Designed experiment for finding which variables in a VR environment have the greatest effect on throwing accuracy and precision
- Made Unity environment for Oculus Quest 2 that can be interfaced with using ADB

Miller Entrepreneurship Center, Williamsburg, VA   **Summer 2020 - Fall 2021**

Lead Developer (Paid Position)

Microsoft Power Platform, JavaScript, ReactJS, NextJS, Git, MongoDB, Google App Script, WordPress, ngrok, NodeJS, Typeform

- In charge of implementing center's technology
- Coordinated center operations to increase efficiency through automation
- Developed page to track demographics and engagement
- Coordinated with fellows to improve pre-existing codebase
- Managed two junior developers
- Designed and executed transfer of Center tools to the Microsoft Power Platform
- Made a new app for center members using PowerApps
- Required flexibility and on-call work

Virginia Commonwealth University | REACH, Richmond, VA   **Summer 2020**

Programmer (Paid Internship)

VisualCVD (Web App)

AngularJS, Plotly, HTML, CSS, Linux VMs

- Prof. Yaorong Ge mentored project involving computer science and cardiovascular health
- Created *VisualCVD*, a web app made using AngularJS to help doctors visualize new patient data against a network of health information

EDUCATION

William & Mary, Williamsburg, VA   **May 2022**

- BS in Computer Science - Minor in Data Science
- Phi Beta Kappa; Summa Cum Laude; Dean's List
- *Coursework*: Game Design, Computer Graphics, Computer Animation, Software Engineering, Network Systems and Design, Algorithms, Software Development, Applied Machine Learning, Data Structures, Databases, Principles of Programming Languages, Computer Organization, Finite Automata, Discrete Structures of CSCI, Applied Cybersecurity, Computer & Network

Security, Mobile Application Security, Data Science, Web Development in Action, Bioinformatics, Introduction to GIS, Data and Computer Crime, Competitive Programming, Various Music and Theatre

ACADEMIC LEADERSHIP

COVID Champion

Student Team Leader | Game Design

C++, SFML, Git

- Lead team of four developers to create a tower defense game using the extreme programming (XP) agile development framework
- Used C++ and SFML to make game without an engine

PONG

Student Developer | Game Design

C++, SFML, Git

- Recreated the game pong from scratch, with retro aesthetics and bonus features such as added obstacles
- Used C++ and SFML to make game without an engine

AWARDS

- RamHacks 2021 (3rd Place Overall)
- VTHacks 7 (Best Financial Hack & Best Use of MicroStrategy Embedded Analytics)
- Noonan Undergraduate Computer Science Award
- Stamps 1693 Scholar (W&M's highest honor)
- William & Mary Scholar
- James Monroe Scholar
- Carl A. Fehr Award
- Rocket Pitch 2021 (1st Place Overall)
- CA State Seal of Biliteracy
- Finalist National Hispanic Heritage Foundation (Youth Award in Media & Entertainment)

ACTIVITIES

- ACM Chair (2021), Technical Interview Prep Chair (Fall 2020)
- ACM Richard Tapia Celebration of Diversity in Computing (attended 2019, 2021)
- The William & Mary Choir (Webmaster, 2019-2020)
- The Idlewoods (Co-Founder, Barbershop, 2018-2019)
- Hickory Neck Episcopal Church Octet (Paid Singer, Spring 2020 - Fall 2021)