

Adin B. Solomon

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Check out my fledgling website!
adinsolomon.github.io

Hardworking - Self-Motivated - Insatiably Curious

Education

Drexel University [Fall 2018 - Expected Graduation: Spring 2023]

- Bachelors of Science in Computer Science; Pennoni Honors College
 - Accelerated Master's Degree Applicant (Computer Science)
 - 3.66 GPA, Dean's List
 - Founder's Scholarship
 - STAR Scholar
 - DESGA MTG Team Member
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Experience

Lockheed Martin RMS, Systems Engineer [Fall 2019 - Spring 2020]

- Architected GPU programming implementation with NVIDIA's CUDA for C++
- Authored educational material for introductory and advanced GPU programming
- Formulated original GPU programming techniques for novel algorithmic applications
- Automated UNIX-based version control and testing procedures for Software and Systems Engineers

Children's Hospital of Philadelphia, Data Analyst [Summer 2017 - Summer 2018]

- Wrote MatLab scripts for the distillation of data tables from driving simulator
- Programmed analysis scripts for identification of crash timing, type, and intervention
- Presented findings and methods before CHOP's Peer Review Team and fielded questions from experts in injury prevention research
- Co-authored pilot study papers

Jitsik, Software Engineer [Summer 2018]

- Planned for expansions to Jitsik's Unity-based driving simulator
 - Added Augmented Reality support to Virtual Reality simulator
 - Maintained simulator compatibility with HTC Vice, Oculus Rift, and Microsoft HoloLens
 - Designed software-compatible hardware for running the simulation on HoloLens
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Skills

Languages

Java, Python, C/C++, Racket, R, MatLab, HTML/CSS/JavaScript

Version Control

Git (Github - AdinSolomon)

Methodologies

Agile, Waterfall

Productivity

Jira, Microsoft Office, Google G-Suite

Hardware

PC Construction, Basic Data Management, Basic Networking

Certifications

United States Government Security Clearance

Interests

Phenomenology, Constraint-Satisfaction Problems,
Polyphonic Singing