Noah Solorzano

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Skills

- **Languages:** Java | C++ | Python | Bash | SQL
- **Tools:** Git | Docker | Podman | Gradle | Linux | Spring Boot | JIRA | CI/CD | Ansible | Helm | CMake | Vcpkg
- **Frameworks:** Agile | Scrum | Kanban
- **Networking:** gRPC | Protobuf | UDP | CIGI | UCI | DIS

Work Experience

Software Engineer - Top Secret Clearance **Lockheed Martin – ADP**

April 2023 – Present

Core Development

- Develop and maintain a Modeling and Simulation software suite of 25+ Java and C++ microservices packaged as deployable Docker/Podman containers. Requires deep familiarity with Spring Boot, multi-threading, Vcpkg, CMake, GitLab CI/CD, and containerization.
- Create and maintain Bash and Python scripts for internal tooling and infrastructure support.
- Serve as cross-team data mediator: standardize communication protocols (UCI, DIS, gRPC, CIGI), align timing, and optimize data flow across teams' services.
- Support integration of simulation services with supplier-provided emulators, AFSIM, and the Joint Simulation Environment (JSE) in secure classified lab environments.

Developer Improvements

- Designed an internal automation tool for multi-service workflows: building, packaging, versioning, Git operations, and dynamic code replacement. Reduced suite update time by 2+ hours and minimized manual error risk.
- Improved developer productivity by enhancing the Lightweight Container Framework (LWCF), refactoring plugin utilities, and eliminating the need to rebuild services to switch debug modes—saving 10+ minutes per test cycle.

Mixed Reality Cockpit Simulation

- Lead an augmented reality-based cockpit simulation effort using a Varjo headset, integrating HUD/HMD and embedded graphics overlays with physical cockpit hardware and Integrated Graphics Aechelon for immersive flight training.

Scrum Master Responsibilities

- Act as Scrum Master: lead Agile ceremonies, facilitate Scrum-of-Scrums coordination, and resolve blockers to sustain team velocity.
- Manage Jira boards and roadmaps to support dynamic PI planning, backlog refinement, and delivery alignment.

Education

University of Texas at Arlington, Fort Worth, TX

M.S. in Software Engineering, GPA: 4.0 May 2025

Texas Woman's University, Denton, TX

B.S. in Computer Science, GPA: 4.0 Dec 2021

Summa Cum Laude | Outstanding CS Student Award | Dean's List

AI / ML Projects

AI-Powered Exercise Form Visualizer (OpenCV, Pose Estimation)

Developed a real-time visual tool for analyzing exercise form using pose estimation. Captures human body landmarks via webcam, compares joint angles to correct reference poses, and provides immediate visual and statistical feedback for form correction and injury prevention.

Q-Learning and Deep Q-Learning Agent (Python, OpenAI Gym)

Implemented both Q-Learning and Policy Iteration on the Frozen Lake environment. Tuned hyperparameters (alpha, gamma, epsilon) to analyze convergence and stability. Extended to a Deep Q-Learning agent using a neural network to approximate Q-values and trained it on an Atari environment using OpenAI Gym.

Review-Based Movie Recommender (Python, scikit-learn)

Built a semantic movie recommender that compares user review language using TF-IDF and cosine similarity to identify films with viewer-perceived tone and themes similar to *The Prestige*.