

# Solymar Sánchez Molina

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## EDUCATION

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### Holberton School

Puerto Rico

Full-Stack Software Engineer – Foundations

September 2021 – July 2022

- Graduated from a 9-month certification program focused on the foundations of computer science and software engineering.
- Relevant projects: Airbnb Clone, Printf and a Unity 2D multiplayer game: “The-Circle”.

### University of Puerto Rico – Rio Piedras Campus

Puerto Rico

Bachelors in Multidisciplinary Arts (Plastic Arts)

September 2015 – June 2021

- Studied the traditional arts, from drawing, painting, sculpting and video editing. Graduated with a 3.80 GPA.
- Became a member of The National Society of Leadership and Success where Success Networking Teams were created for students to have team meetings, dynamics to keep track of goal progression during the semester while also occasionally participating in charity events.

## WORK EXPERIENCE

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### CodigoM360

Puerto Rico

Assistant Software Engineer AR/VR

November 2022 – June 2023

- Worked with open-source libraries, like Mind-AR, for augmented reality 3D presentations along with HTML/CSS and JavaScript.
- Created a static web page demo to show open-source library capacities (such as multi-image tracking, augmented reality T-shirt effects and augmented reality business card presentation) using Firebase as a hosting website. (link: [www.cm360scanner.com](http://www.cm360scanner.com) / target-images: [download](#))

### Lockheed Martin

Aguadilla, Puerto Rico

Full-Stack Software Engineer Apprenticeship (ITAP)

February 2025 – Present

Participated in a three-phase rotational program focused on Test Automation, Cloud Management, and Cloud Forge:

- Test Automation (In Progress):
  - Provided automation support to the 3DX and XVE teams using Tosca. Responsibilities included creating, refactoring, and maintaining test cases to enhance test coverage and reliability across applications.
- Cloud Management (Completed):
  - Gaining hands-on experience with AWS services, particularly EC2 instances and Lambda functions, to support infrastructure and automation efforts. Learning to provision, configure, and monitor cloud-based resources.
- Cloud Forge (Completed):
  - Joined the CloudForge team to continue building skills in DevOps and cloud-based deployment pipelines. We used React, HeroUI, Tailwind frameworks, Python, AWS Lambdas, GitLab Pipelines and Terraform for this development.

## PROJECTS

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### [AirBnB Clone](#)

Built an AirBnB replica using Python with JSON formatting

- Built a command line interpreter that manipulates data to expedite development while debugging for my teammates and myself.
- This command line can create, update, show, destroy and give all attribute information of any object existing within serialization and deserialization of data.

### [The Circle Project](#)

Built a 2D multiplayer mini game using Unity & C#

- Formed part of a three-member team to create a multiplayer mini game and its design. I was also in charge of programming the player controller for a coin catching game, where the user needs to get as many coins as possible within 30 seconds. (link: [Circle Project Web Page](#)).

## SKILLS & INTERESTS

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**Languages:** Spanish (Native) & English (Native)

**Programming Languages:** C, C#, Python, HTML, CSS, JavaScript, Typescript

**Tools:** Figma, Firebase, Git, Krita, Linux, Mac, Next.js, Notion, React.js, Sketchbook, Unity, Vim, Visual Studio Code, Windows

**Skills:** Public speaking, problem solving, responsible, adaptable, organized, teamwork, willingness to learn