Christopher Solanilla

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Education

University of Central Florida   Graduation: December 2025
Bachelors of Science: Computer Engineering

Experience

Software Engineer - Techranger
Center for Distributed Learning University of Central Florida | Orlando, FL   May 2024 - Present
- Developed full stack web applications using modern JavaScript, TypeScript, React, Svelte, and more.
- Responsible for creating a Materia Widget called Connections, mimicking The New York Times connections game.
- Managed WordPress to edit and fix UCF web pages.
- Contributed to rewriting an open-source project, Materia, to use Django for the backend.

Software Engineer - RGS Healthcare
RGS Healthcare | Miami, FL   December 2022-September 2023
- Engineered and implemented robust web scraping scripts to efficiently aggregate contact information from diverse websites, substantially augmenting the company's contact database.
- Architected a comprehensive relational database populated primarily with endocrinologists, facilitating targeted email campaigns and thereby driving the company's outreach strategies.
- Designed and executed sophisticated algorithms to streamline the delivery of bulk emails to over 300,000 doctors, carefully adhering to Google's spam detection guidelines.
- Represented the company in key national conventions in cities including Chicago, New York, and California, leveraging my technical expertise to bolster sales efforts among endocrinologists.

Database Developer Intern - MD Electronics
MD Electronics | Miami, FL   April 2021-September 2021
- Created and maintained a database of over 600,000 customer records using SQLite
- Used Python scripts to mass-send emails to thousands of clients on a daily basis while bypassing the google spam filter in an efficent manner using complex tree structures and algorithms
- Designed and created a web application using Svelte for the company made to funnel customers to buy Ultrasound and RFA Medical equipment

Projects

- **CodeClash.app** Engineered an interactive online platform for competitive programming, facilitating head-to-head challenges in solving algorithmic problems reminiscent of LeetCode puzzles. Implemented a robust ranking system mirroring chess ELO ratings, fostering an engaged and growing user community.
- **Chrissolanilla.com** Developed a comprehensive portfolio website serving as a dynamic hub, integrating features like real-time chat and an in-progress online multiplayer game. Future enhancements aim to transition the site from a personal showcase to a multifaceted platform for solutions and entertainment.
- **ChibiChain.com** Launched a thematic link aggregation platform inspired by Linktree, tailored for anime enthusiasts. The site offers extensive customization, including personalized backgrounds, link icons, and Spotify integration, with a growing base of 30 active users.
- **Chess Connect 3D** Innovated a contact management application with enhanced 3D visualizations of chess pieces, employing three.js and WebGL. Authored a custom physics engine in JavaScript, adding a unique interactive dimension to the user experience.
- **FIEA GameJam** Rapidly designed and deployed a third-person 3D bullet-hell game within a 48-hour game jam using Unreal Engine 5, showcasing the game's compatibility with Windows and Linux x86 systems.
- **Ultimate Air Hockey** Created an engaging mobile game variant of air hockey in Unity, featuring dynamic power-ups and AI-driven opponents, enhancing the classic gameplay with innovative twists.
- **Waypaper fork** Developed a customized fork of Waypaper, a GTK4 desktop application designed for managing wallpapers in Linux. This fork significantly enhances accessibility for Wayland environments, with a focus on compatibility with the Hyprland window manager as well as adding more UI components that allows user to easily generate and run bash scripts such as automating random wallpapers on user defined intervals

Skills

- JavaScript, Python, C, C++, Lua, Java, C#, Rust
- Front End Development: React, Next.js, SvelteKit, Vue, CSS, Tailwind CSS, Bootstrap
- Back End Development: MySQL, SQLite, Postgres, Express, Firebase, Supabase, Django,Flask, Rust
- Desktop App development: GTK, Electron, Raylib
- Well versed in Linux systems, using Arch Linux as my daily driver
- Data Structures and Algorithms
- Git and GitHub (over 400 contributions)
- Fluent in English and Spanish