

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 May 2024 -
| Orlando, FL 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 efficient 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.
- **Clown Horror Game** Collaborated on a Unity-based horror game, applying agile methodologies to mimic professional development environments. Contributed sophisticated AI algorithms utilizing BFS, DFS, and raycasting to drive enemy behavior based on player-generated sounds.
- **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.

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