

David Solinsky

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Skills

Programming Languages: C/C#(Unity, .NET)/C++, Python, Java, HTML/CSS, Javascript(ReactJS), LaTeX, JSON, CSV, XML

Database: SQL (MySQL, SQLite, PostgreSQL)

DevOps: Git/Github/Gitlab, Bitbucket/Jira/Confluence, Selenium

Editors: Vim, VS Code, Eclipse, Rider, Clion, Android Studio

Game Engine/3D: Unity, Blender

Operating Systems: Windows (WSL), MacOS, Linux (Ubuntu, Manjaro, CentOS, RHEL), VirtualBox

Professional Experience

GEOST | Mission Systems Software Engineer
Reston, VA - Hybrid

April 2023 – Present

Raytheon Technologies | Software Engineer (Junior)
Silver Spring, MD - Hybrid

August 2022 – April 2023

(Subcontracted by **ISYS Technologies**)

- Maintained a critical government system solving software for the Raytheon AWIPS contract with the National Weather Service using **RHEL**, **CentOS**, **Java**, **Python**, and **XML** to resolve configuration issues of weather forecast that creates weather warnings
- Collaborated with software engineers at **Scrum** stand-up meetings and debugging ticket requests using Kanban and ticketing boards via **Remedy** and **Redmine**

W&M SFO Summer Camp | Software Developer Intern
San Francisco, California - Remote

April 2022 – August 2022

- Collaborated to develop an automated system to create videos and graphs in a team across 3 separate time zones
- Utilized **TikTok API**, **Python** library **Selenium** to automate user account creation
- Version controlled in **Git/Github** using agile development strategies in weekly sprints
- Pulled login information from **JSON** and **CSV** files
- Worked with senior members from **Google** and **Microsoft**

Wyzyant | Freelance Software Tutor
Remote

April 2022 – August 2022

- Assisted students and hobbyists with their programming work: **Python**, **C**, **C#**, **C++**

Leadership

Game Design Club | Developer and Lead Artist

January 2019 – Present

- Coordinated art design and production on the game “Parryt” and horror game with Game Design team.
- Organized meetings to discuss progress towards each story point, pushing team velocity

Art Club | Founder and President

February 2019 – January 2022

- Organized and conducted weekly group meetings and art challenges via **Discord** in voice chat and messaging
- Provided constructive criticisms and listened to challenge ideas to better improve rapport and group art skill

Projects

Portfolio Website | Software Developer

May 2022

- Developed responsive portfolio website with **ReactJS** and **HTML/CSS**

[Link](#) [Github](#)

Mario Kart Areas Blender Add-on | Software Developer

March 2022

- Worked with a team member to create **Python** script for **Blender** add-on in **Blender API** to import and export custom Mario Kart moving terrain area dataset
 - Implemented scaled view and cube generation of position, rotation, and scale of each moving terrain area where you could parse a KMP text format into Blender, save and export back into KMP for use in custom track editing
 - Controlled version control through **Git/Github**

D&D Player Database | *Software Designer/Developer* March 2021 – August 2021

- Implemented relational modeled **SQL** Database with **PostgreSQL** in Linux environment
- Created a **Python** *command line* interface to interact with certain information in the database
- Database included player information regarding their name, location, class, skills, etc.

Up in the Air | *Game Lead, Software Developer, Artist* October 2021 - Present

- Leading team of stakeholders, progress towards each issue, weekly team velocity and development pipeline
- Contributing concept art (**Clip Studio Paint EX**), 3D models of characters, and props for use in-game (**Blender**)
- Scripting classes in **Unity** with **C#.NET** for use player, camera, and NPC behavior
- Creating a dynamic state-based dialogue and movement system

Quick Quisine | *Game Lead, Software Developer, Sprite Artist* January 2021 – May 2021

- Led team of developers remotely in 2D Rhythm Game written in **C++**, managed version control via **Git/Github**
- Structured MVC design and developed scrolling rhythm minigame using SFML game library, built with **CMake**
- Created multiple sprite sheets for character and user feedback animations (**Clip Studio Paint EX**, **Aseprite**)
- Developed a Rhythm Charting addon tool to correctly chart the timings of the inputs in **JSON**

Maze Game Android App | *Software Developer* June 2020 - August 2020

- Implemented maze algorithms (Kruskal's and Djikstra's) in **Java** in a multi-layered software architecture
- Wrote user-responsive GUI in **Android Studio** environment with **Java**
- Managed version control through **Gitlab**

Education

College of William and Mary	Williamsburg, VA
<i>Bachelor of Science in Computer Science</i>	January 2022

Honors: Dean's List: *Fall 2020 - Spring 2021*

Relevant Courses: Algorithms, Computational Problem Solving, Computer Graphics, Computer Organization, Data Structures, Database Systems, Discrete Structures of Computer Science, Finite Automata, Game Design, Intro to Machine Learning, Principles of Programming Languages