

David Solinsky

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Skills

Programming Languages: Python, Java, C/C#(.NET)/C++, HTML/CSS, Javascript(ReactJS)

Database: SQL(MySQL, SQLite, PostgreSQL)

Typescript: LaTeX, JSON, CSV, XML

Developer Tools: Git/Github/Gitlab, Jira/Confluence, Vim, VirtualBox, VS Code, Eclipse, Clion, Unity, Android Studio, Selenium

Operating Systems: Windows, MacOS, Linux (Manjaro, CentOS, RHEL), Android

Professional Experience

Raytheon Technologies | *Software Engineer (Junior)*

August 2022 – Present

- Working remotely for Raytheon AWIPS contract with the National Weather Service based in Silver Spring, MD
- Learning systems with Raytheon regarding the AWIPS weather system, **RHEL**, **CentOS**
- Shadowing software engineers in **Scrum** meetings and debugging ticket requests using Kanban and ticketing boards via **Remedy** and **Redmine**
- Maintaining critical government system solving software and configuration issues in **Java**, **Python**, and **XML**

W&M SFO Summer Camp | *Software Developer Intern*

April 2022 – August 2022

- Collaborated to develop an automated system to create videos, graphs in a team across 3 separate timezones
- 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**

Wyzzant | *Freelance Software Tutor*

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 with Game Design team on the game “Parryt” and horror game, led art design and production
- Meeting and discussing progress towards each issue, pushing team velocity and development pipeline

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 feedback 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
- Leveraging the well documented **Yarnspinner** (used in *Night in the Woods*) to create a dynamic dialogue 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 spritesheets 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 Dijkstra'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

Bachelor of Science in Computer Science

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

Williamsburg, VA

January 2022