

# David Solinsky

(571)524-7794 | Herndon, VA | [dsolinsky98@gmail.com](mailto:dsolinsky98@gmail.com) | <https://github.com/dsol-cpu>

## Skills

---

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

**Database:** SQL(MySQL, SQLite, PostgreSQL)

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

**Operating Systems:** Windows, MacOS, Linux

**2D Illustrative/and 3D Modeling Software:** Clip Studio EX, Aseprite, Blender

## Education

---

**College of William and Mary**

*Bachelor of Science in Computer Science*

**GPA:** 3.25

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

**Williamsburg, VA**

January 2022

## 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

## Professional Experience

---

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

April 2022 - Present

- Collaborating to develop an online video platform in a team across 3 separate timezones
- Utilizing **TikTok API**, **Python** library **Selenium** to automate user account creation
- Version controlled in **Git/Github** using agile development strategies in two-week sprints

**Wyzzant** | *Freelance Software Tutor*

April 2022 - Present

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

## Projects

---

**Portfolio Website** | *Software Developer*

May 2022

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

**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
- 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#* for use player, camera, and NPC behavior in MVC game architecture

**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*