

PABLO SOLANO

pasolano@wm.edu
(310) 962-9527

EDUCATION

WILLIAM & MARY

BS IN COMPUTER SCIENCE

MINOR IN DATA SCIENCE

May 2022 | Williamsburg, VA

Phi Beta Kappa; Dean's List

LINKS

Website:// pablo.codes

GitHub:// [pasolano](https://github.com/pasolano)

LinkedIn:// [pabloadriansolano](https://www.linkedin.com/in/pabloadriansolano)

REFERENCES

ACADEMIC ADVISOR

Dan Cristol | dacris@wm.edu

SUPERVISOR

Graham.Henshaw@mason.wm.edu

COURSEWORK

Game Design

Computer Graphics

Computer Animation

Software Engineering

Network Systems and Design

Algorithms

Software Development

Applied Machine Learning

Data Structures

Databases

Principles of Programming Languages

Computer Organization

Finite Automata

Applied Cybersecurity

Computer & Network Security

Mobile Application Security

Web Development in Action

Introduction to GIS

Competitive Programming

Various Music and Theatre

SKILLS

PROGRAMMING

Proficient:

C++ • Godot & GDScript • Python • C#

Unity • JavaScript • Java • L^AT_EX

Experienced:

Maya • C • SQL • Dart • Android • Bash

HTML • CSS • Assembly

BILINGUAL/BILITERATE

Spanish/English

EXPERIENCE

GLOBAL FUND TO END MODERN SLAVERY | PAID INTERN

Spring - Fall 2021 | Remote

- Lead developer for an educational game on the problem of human trafficking
- Made using Godot game engine and GDScript

MILLER ENTREPRENEURSHIP CENTER | FELLOW

Summer 2020 - Fall 2021 | Williamsburg, VA

- In charge of implementing center's technology; coordinated center operations to increase efficiency through automation; developed page to track demographics and engagement; coordinated with fellows to improve pre-existing codebase; managed two program coordinators; designed and executed transfer of Center tools to the Microsoft Power Platform; made a new app for center members using PowerApps; requires flexibility and on-call work
- Used Microsoft Power Platform, JavaScript, ReactJS, NextJS, Git, MongoDB, Google App Script, WordPress, ngrok, NodeJS, Typeform

NSF REU SITE: HUMANS MOVE | PAID INTERN

Summer 2021 | Remote through University of Wyoming

- Designed experiment for finding which variables in a VR environment have the greatest effect on throwing accuracy and precision
- Made Unity environment for Oculus Quest 2 that can be interfaced with using ADB

REACH | PAID INTERN

Summer 2020 | Remote through Virginia Commonwealth University

- Prof. Yaorong Ge mentored project involving computer science and cardiovascular health
- Created VisualCVD, a web app made using AngularJS to help doctors visualize new patient data against a network of health information

PROJECTS

COVID CHAMPION | STUDENT TEAM LEADER

Game Design | Williamsburg, VA

- Lead team of four developers to create a tower defense game using the extreme programming (XP) agile development framework
- Used C++ and SFML to make game without an engine

PONG | STUDENT DEVELOPER

Game Design | Williamsburg, VA

- Recreated the game pong from scratch, with retro aesthetics and bonus features such as added obstacles
- Used C++ and SFML to make game without an engine

AWARDS

RamHacks 2021 (*3rd Place Overall*)

VTHacks 7 (*Best Financial Hack & Best Use of MicroStrategy Embedded Analytics*)

Stamps 1693 Scholar (*W&M's highest honor, page*)

William & Mary Scholar

James Monroe Scholar

Carl A. Fehr Award

Rocket Pitch 2021 (*1st Place Overall*)

CA State Seal of Biliteracy

Finalist National Hispanic Heritage Foundation (*Youth Award in Media & Entertainment*)

ACTIVITIES

ACM Chair (*2021*), Technical Interview Prep Chair (*Fall 2020*)

ACM Richard Tapia Celebration of Diversity in Computing (*attended 2019, 2021*)

The William & Mary Choir (*Webmaster, 2019-2020*)

The Idlewoods (*Co-Founder, Barbershop, 2018-2019*)

Hickory Neck Episcopal Church Octet (*Paid Singer, Spring 2020 - Fall 2021*)