

# PABLO SOLANO

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## EDUCATION

### WILLIAM & MARY

BS IN COMPUTER SCIENCE

MINOR IN DATA SCIENCE

May 2022 | Williamsburg, VA

Phi Beta Kappa; Dean's List

## REFERENCES

### ACADEMIC ADVISOR

Dan Cristol | dacris@wm.edu

### SUPERVISOR

Graham.Henshaw@mason.wm.edu

### PRINCIPAL INVESTIGATOR

Yaorong Ge | yge@uncc.edu

## LINKS

Website:// pablo.codes

GitHub:// pasolano

LinkedIn:// pabloadriansolano

Scholar Profile:// solano\_p

## COURSEWORK

Game Design

Software Engineering

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

Bioinformatics

Introduction to GIS

Competitive Programming

Various Music and Theatre

## SKILLS

### PROGRAMMING

Proficient:

C++ • Godot & GDScript • Python • C#

Unity • JavaScript • Java •  $\LaTeX$

Experienced:

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 (*3<sup>rd</sup> Place Overall*)

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

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

William & Mary Scholar

James Monroe Scholar

Carl A. Fehr Award

Rocket Pitch 2021 (*Finalist, Finals Upcoming*)

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*)