

Arkin Solomon

arkin@arkinsolomon.net | arkinsolomon.net | linkedin.com/in/arkinsolomon | github.com/arkinsolomon

ABOUT

Computer engineering Junior that enjoys working on full-stack applications. I enjoy learning about and working on new technologies and how they are used in the real world, and I am always looking to improve my software development and problem solving skills.

Technologies I know:

- C++, Java, Python
- Node.JS + Express
- HTML + CSS/Sass
- C# + .NET (and Unity)
- Git[Hub/Lab]
- SQL, MongoDB
- ReactJS, Dart + Flutter
- AWS, Oracle Cloud

PROJECTS

Sakura <https://sakura-docs.arkinsolomon.net/> Entered Beta 01/2023

- Designed a high-level and dynamically-typed interpreted programming language used for installer scripts
- Built an interpreter with a custom lexer and parser from scratch using Java
- Wrote and deployed in-depth documentation website using Docsify and AWS Amplify
- Distributed the interpreter on Maven

Infinite Mazes <https://apps.apple.com/us/app/infinite-mazes/> Released 12/2021

- Created a game using the Unity engine which allows users to infinitely generate and solve unique and random mazes
- Developed multiple themes that users can unlock as they complete challenges
- Released on both the Apple App Store and the Google Play Store in multiple countries

EXPERIENCE

Cedarville University — Web Services Cedarville, OH
Student Programmer 08/2023 – Present

- Developed two streaming applications using Dart with Flutter, and published to both the App Store and Google Play Store
- Developed server-side code using C# and .NET to communicate with the mobile applications using Firebase

SAE Supermileage Team Cedarville, OH
Computer Team 08/2021 – Present

- Collaborated with multiple team members in order to parse data from sensors and relay it to other systems on the car
- Developed systems to communicate between the the car and the ground crew via the cloud
- Designed application to display data from the car in real time using C++

FIRST Tech Challenge Robotics Team Walnut Creek, CA
Programmer/Captain 08/2017 – 05/2021

- Planned meetings and coordinated with team members and managed the team towards achieving the finished design
- Wrote code for self-driving robots using sensor inputs, as well as code to move using driver controls in Java
- Designed and developed robotics team website using HTML, Jekyll, and CSS/SASS (<https://bereanrobotics.org>)
- Mentored younger team members to sustain the team after my graduation
- Taught Boy Scouts block programming and robot construction for their robotics merit badge

EDUCATION

ABET Accredited Cedarville University Cedarville, OH
BS Computer Engineering; Minor Computer Science; GPA: 3.31 Anticipated 05/2025
Relevant Coursework: Calculus, Computer Architecture, Microcontrollers, Data-structures, Digital Logic Design, Java, C/C++

Google IT Automation with Python Coursera
Grade achieved: 100% Received 01/2022
Relevant Coursework: Python, Bash, Git