Arkin Solomon

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ABOUT

Software developer 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 with different techniques. Technologies I know:

- C++, Java, Python
- Node.JS + Express
- HTML + CSS/Sass
- C#, .NET, Unity
- Git (with CI/CD)
- SQL, MongoDB
- React, Angular, Flutter
- AWS, Oracle Cloud

EXPERIENCE

London Computer Systems   Cincinnati, OH (Hybrid)
Software Developer   05/2024 - 08/2024, 05/2025 - Present
- Worked on large-scale production application written in Angular and C# to fix bugs and enhance performance
- Collaborated with my development team in order to develop new application features for production use
- Communicated with coworkers and tracked work using agile practices

Cedarville University — Web Services   Cedarville, OH
Student Programmer   08/2023 – 05/2024, 08/2024 - 05/2025
- Developed streaming applications using Dart with Flutter, and published to both the App Store and Google Play Store
- Added native platform integration with Swift and Kotlin for performance optimization and stability
- Developed server-side code using C# to communicate with mobile applications via APIs and Google's Firebase
- Wrote scripts to scrape and migrate information to SharePoint and developed custom SharePoint web parts using SPFx

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, and taught Boy Scout robotics badges

PROJECTS

NASA University Student Launch Challenge *https://arkinsolomon.net/projects/nasa-student-launch/*   *Launched 05/2025*
- Develop three independent systems using microcontrollers and sensors to track, process, and store flight data and logs
- Worked with several other people to integrate with mechanical systems and implement control algorithms
- Wrote a cross-platform terminal application for bidirectional communication with the microcontrollers

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

EDUCATION

ABET Accredited Cedarville University   Cedarville, OH
BS Computer Engineering; Minor: Computer Science; GPA: 3.4; Dean's List (4x)   Graduated 05/2025
Relevant Coursework: Calculus, Microcontrollers, Circuits, Java, C/C++, Web Applications (React, .NET)