

Zev Solomon

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<http://www.zevdev.com>

EDUCATION

M.S. Computer Science, UCLA, expected June 2012

B.S. Computer Science, UCLA

SKILLS

Programming Experience – C++, C#, Lisp, Python, PHP, Java, Perl, Assembly Language, Open GL, XML, XSL, XSLT, HTML

Solid foundation of object oriented programming, and multithreaded development, and functional programming

Experience developing software on mobile platforms including Blackberry and J2ME

TCP/IP Networking Experience including client/server architecture as well as peer-to-peer and ad-hoc networking

Familiarity with all major video game platforms.

Experience in setting up and maintaining UNIX and Windows servers

Database management utilizing SQL

Design Software Experience – Photoshop, Illustrator, Dreamweaver, Flash

GAME DEVELOPMENT

Cydonia - is a 2D top-down side scrolling shooter game. Carried out all aspects of the development life cycle, from conception through implementation. Designed the user interface and performed all programming and testing. The game utilizes the Unity Game Engine.

Protozoa - is a 2D four player game. Players take control of white blood cells in an attempt to slow down the spread of a virus. Each game controller consists of an infrared LED which is tracked using Nintendo's Wii Remote. Carried out full development life cycle from conception through production. Developed the software and hardware for player interaction, interfaced with the Wii's remote via Bluetooth.

WORK EXPERIENCE

June 2011 – September 2011 – *Sony Computer Entertainment America*

Operations Development Intern - Participated in the development of Party for PlayStation Vita. Responsibilities include developing sample applications for PlayStation Vita utilizing the PlayStation Network API, stability and usability testing of Party, and writing documentation for the applications. Developed a Vita test application to thoroughly test Party and its interaction with online titles.

August 2010 – June 2011, September 2011 – Present – *UCLA Office of Residential Life/Information Technology Services*

Resident Technology Supervisor - Responsibilities include maintaining and managing student computer labs on campus, training and supervising student lab employees, and facilitating large on campus technology events for residents at UCLA.

June 2010 – September 2010 – *Santa Rosa Memorial Hospital: Direct Access Testing*

Programmer - Developed a Java based interface for medical staff to capture laboratory lab results from medical instruments through a serial port, upload the data to a Web server over the Internet, and enable physicians to view the test results through a Browser.

September 2009 – June 2010 – *UCLA Office of Residential Life/Information Technology Services*

Computer Support Technician - Responsibilities include maintaining a help desk for all technology related questions for student and professional staff, updating and maintaining the staff website, and solving both hardware and software problems that arise in the workplace.

June 2009 – September 2009 – *OZtech Systems: E-Prescribing for Blackberry Phones*

Programmer – Developed a Java application for Blackberry that allows physicians to fill out prescriptions over the Internet. The application utilized Blackberry's Java API and J2ME. The Web server CGI utilized Perl scripts and an Oracle database.

RESEARCH PROJECTS

Ongoing – UCLA's Network Research Lab: *Campus Vehicular Test-bed*

Participated in the development of vehicle to vehicle wireless communication to facilitate relaying of traffic data, emissions, and other data used for accident prevention and anticipation of driver's actions. Developed a UDP server in C++ for data streaming, and a Web client in Perl to interact with the vehicles.

Winter 2010/Spring 2010 – *Bootstrapping of Peer-to-Peer Networks Over IRC* (Paper)

Utilizing existing IRC networks, developed a deterministic algorithm to encode usernames with IP and port information so clients can find and connect to an existing peer-to-peer network without the need to broadcast the network address of a client. Research was done with UCLA's Network Research Lab. Paper published in 2010 AINTEC Conference at Bangkok, Thailand.