

# DEVAN SOLIMAN

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<https://devansoliman.github.io>

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## EDUCATION

**Stanford University - B.S. in Computer Science: Computer Engineering Track**

Expected June 2025

### Relevant Coursework:

- Object-Oriented Programming
- Hardware Architecture
- Graphics
- Operating Systems
- Circuits
- Mathematical Foundations of Computing
- Digital System Design
- Electricity and Magnetism
- Performance Optimization

## SKILLS

**Programming Languages:** Assembly, C, C++, C#, HTML & CSS, Java, LaTeX, MATLAB, Python, Verilog

**Prototyping:** CAD (Autodesk Inventor), 3D-printing slicers (Ultimaker Cura), Vivado Design Suite

**Digital Media:** Adobe Creative Cloud (Illustrator, Lightroom, Photoshop, Premiere Pro), Blender, Unity Engine

**Productivity:** Git, Google Workspace, Microsoft 365

**Amazon Web Services:** DynamoDB, Lambda, SageMaker

## PROJECTS

### Action Camera

2022 – present

Creating an open-hardware action camera. Coding imaging software that can capture photo and video simultaneously. Designing smart LiPo-based power supplies and 3D-printable, high-durability enclosures compatible with a range of mounting systems.

### RTL Music Player + Visualizer

2023

Programmed an FPGA into a music player. Player read notes and time values from a ROM and generated sine waves to send to an audio output in real-time. Supported combining simultaneous notes into chords. Expanded functionality included track selection, fast-forward, rewind, and displaying waveforms via HDMI.

### ARM OS + Wireless Chat

2022

Built an ARM-based desktop computer from bare metal. Programmed memory management system, drivers for input and graphics, shell, and commands. Integrated reliable two-way communication platform by writing Wi-Fi microcontroller driver, microcontroller firmware, and chatroom application.

## TECHNICAL EXPERIENCE

### XR Research Assistant, Virtual Human Interaction Lab (Stanford, CA)

September 2023 – present

- Developing XR projects, modeling virtual environments, and analyzing data in collaboration with researchers through Virtual Reality Intensive Training Seminar (VRITS)

### Analog Computing Research Assistant, Stanford School of Engineering

June 2023 – August 2023

- Investigated and developed new programming tools (language, validator, compiler) for nontraditional computational platforms aimed at high-speed and high-efficiency applications

### Data Analyst Intern, Hubbub (remote)

July 2022 – September 2022

- Developed software to monitor and visualize prevalence of monkeypox epidemic
- Leveraged Amazon Web Services and Microsoft Power Platform to process and store data

### Cofounder / Chief Technology Officer, WAVE. (Berkeley, CA)

June 2019 – July 2019

- Through startup incubator, led team across financing, marketing, and media production
- Prototyped rugged, weather-resistant sensors for waste management and pollution reduction
- Programmed autonomous waste level sensing and wireless data reporting

## ACTIVITIES

### Communications Technician, Stanford Racing

2022 – present

Implementing long-range audio, video, and data communication between driver, vehicle, and pit crew

### Cutter, Stanford Men's Ultimate Frisbee

2021 – present

**Interests:** Additive Manufacturing, 3D-Printing Skateboards, Mountain Biking, Tennis