

Mark Solters

{ type : developer, website : <http://marksolters.com> }

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EXPERIENCE

Driblet Labs, Cambridge — *Lead Developer*

JANUARY 2015 - PRESENT

Mesh-powered water management and control technology. Implement web & multi-device firmware stacks in C and JS. Work closely with EE and mech design teams; agile robotics and product development.

Freelance, Gainesville — *Web Developer*

NOVEMBER 2013 - DECEMBER 2014

Building custom web applications primarily on LAMP stacks. Work with distributed design and management teams.

GOOD Inc, Gainesville — *Intern*

MAY 2013 - OCTOBER 2013

Developed software for a web-controlled pet feeder. Includes web application backend as well as device firmware. Learned about product design, especially using 3D printing.

EDUCATION

University of Florida, Gainesville — *BSc Physics*

SEPTEMBER 2009 - MAY 2013

Worked in the Axion Dark Matter EXperiment (ADMX) research lab while an undergraduate, dealing with ultra-cold electronics design. Participated in a 3-month long research internship in Lecce, Italy programming systems for the analysis of navigation and sensor data onboard particle detectors in low-altitude Earth orbit.

PROJECTS

OTA for Contiki (CC26XX) — *CC26XX SoC*

Developed an over-the-air firmware update feature for ContikiOS, allowing distributing and self-flashing of firmware across a CSMA mesh via HTTP or CoAP fragmentation, for Cortex-M3 based devices

SKILLS

Fullstack Web Development

802.15.4 Networking

Node.js

UNIX/Sysadmin

Meteor

MongoDB

Embedded/Low Power RTOS

DevOps

MISC

Eagle Scout Boy Scouts of America, Troop 110

Bagpipes Traditional Highland music in parades, parties, sporting events, etc.

Keyboards Experienced keyboardist, esp. blues piano & drawbar

LANGUAGES

C/C++

Javascript

Python

HTML/CSS

PHP