

Andrew J. Solis

Research Engineer at University of Texas at Austin

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## Interests -

- High-Performance Computing
- 🞓 Parallel Processing
- Scientific Computation
- 🖻 Visualization
- 🞓 Software Engineering

# Skills

Programming:

| C, C++, JavaScript       | • | • | • | • | • |
|--------------------------|---|---|---|---|---|
| python, HTML, CSS        | • | • | • | • |   |
| MPI, Unity3D, C#         | • | • | • |   |   |
| CUDA, Java, SQL          | • | • |   |   |   |
| Bash Scripting, Unreal   | • | • | • |   |   |
| Libraries:               |   |   |   |   |   |
| angular                  | • | • | • | • | • |
| mongo                    | • | • | • | • |   |
| D3, scikit-learn         | • | • | • |   |   |
| tensorflow, PyTorch      | • | • |   |   |   |
| Django                   | • | • |   |   |   |
| Utilities:               |   |   |   |   |   |
| git, linux, vim          | • | • | • | • | • |
| jira, github, gitlab     | • | • | • | • |   |
| Technologies:            |   |   |   |   |   |
| Meta VR, HTC VIVE        | • | • | • | • |   |
| multi-tiled display wall | • | • | • | • |   |
| large touch screens      | • | • | • | • |   |
| Hololens, Magic Leap     | • | • | • |   |   |

# **Working Experience**

| Aug, 2015 –<br>current   | <b>Research Engineer</b><br>Working as a research engineer/visualization lab manager at the<br>Texas Advanced Computing Center. Research Areas include Extended<br>Realities (VR/AR/MR), Scientific Computation, Visualization, and<br>HPC. |
|--------------------------|---|
| Jun, 2014 –<br>Aug, 2015 | <b>Software Engineer</b><br>Front-end developer that helped manage IBM Cloud technologies.<br>Worked in agile environment to support feature requests, bugs, and<br>improvements.   |
| Jun, 2012 –<br>Jun, 2014 | <b>Undergraduate Research Assistant</b><br>Supported different research projects at The Texas Advanced Com-<br>puting Center. Improve functionality for visual analytics of archival<br>analysis.   |

## Education

**Postgraduate Studies** 

| 2020 –<br>current |     | Computer Science<br>CGPA: 4.0, GPA: 4.0 | Texas State University |  |  |
|-------------------|-----|---|------------------------|--|--|
|                   | HPC | Parallel Processing                     | Scientific Computation |  |  |

### Undergraduate Study

2010 – 2014 B.S. in Computer Science XR Software Development

University of Texas at Austin

### Honors and Awards

| Apr 2022 | Exemplary 140 Award                     | University of Texas at Austin |
|----------|---|-------------------------------|
| Aug 2022 | Graduate College Scholarship            | Texas State University        |
| Aug 2022 | Phi Kappa Phi Honor Society             | Texas State University        |
| Apr 2023 | C.S. Graduate Academic Excellence Award | Texas State University        |
| Aug 2023 | Graduate College Scholarship            | Texas State University        |

### **Publications**

#### Conferences

\* main presenter at conference

- \* Andrew Solis, William J. Allen, and Erik Ferlanti. "Containerizing Visualization Software: Experiences and Best Practices." in *Practice and Experience in Advanced Research Computing (PEARC '22).* Association for Computing Machinery, New York, NY, USA, Article 22, 1–8. 2022. doi: 10.1145/3491418.3530769
- \* Andrew J. Solis, Gregory Foss, Craig Jansen, and Mathew Stelmaszek. "VisQueue: An Analytical Dashboard for Science Exploration on HPC Systems", in *Practice and Experience in Advanced Research Computing (PEARC '20).* Association for Computing Machinery, New York, NY, USA, 293–298. 2020. doi: 10.1145/3311790.3396618
- S. Johnson et al. "Artifact-Based Rendering: Harnessing Natural and Traditional Visual Media for More Expressive and Engaging 3D Visualizations," in *IEEE Transactions on Visualization and Computer Graphics*, vol. 26, no. 1, pp. 492-502, Jan. 2020. doi: 10.1109/TVCG.2019.2934260
- \* Andrew Solis, Briana Bradshaw, and Latrell Gaither. "An Exploratory Tool for Analyzing Computational Jobs on XSEDE/HPC Resources." in *Proceedings of the Practice and Experience in Advanced Research Computing on Rise of the Machines (learning) (PEARC* '19). Association for Computing Machinery, New York, NY, USA, Article 128, 1–3, 2019. doi: 10.1145/3332186.3337957

# Short Bio

I am a researcher at The Texas Advanced Computing Center at the University of Texas at Austin. I began my academic career as an undergraduate research assistant before accepting a full time position. I am currently pursuing my masters at Texas State with a focus on compiler optimization for HPC systems.

# Profiles



# Languages

#### English

Spanish (college courses)

## Personal

I live with my loving partner Nina and our dog-child Indigo in northwest Austin. I enjoy playing tennis to stay active and have been learning to play pickleball. During my downtime I love smoking meat and trying different cuisines around town. I am a lifelong learner trying to improve my spanish, learning to play guitar, but also enjoy getting outside to go hiking and have sightseeing adventures.

- \* Greg Foss, Andrew Solis, Sarang Bhadsavle, Wendell Horton, and Lee Leonard. "Plasma Simulation Data Through the Hololens.", in *Proceedings of the Practice and Experience on Advanced Research Computing (PEARC '18)*. Association for Computing Machinery, New York, NY, USA, Article 105, 1–2, 2019. doi: 10.1145/3219104.3229431
- G. M. Rodriguez, M. Cruz, A. Solis, P. Ordóñez and B. C. McCann. "An immersive approach to visualizing perceptual disturbances," 2017 IEEE Virtual Reality (VR), Los Angeles, CA, USA, 2017, pp. 291-292. doi: 10.1109/VR.2017.7892291
- \* S. S. Bhadsavle et al., "Immerj: A novel system for democratizing immersive storytelling," 2017 IEEE Virtual Reality (VR), Los Angeles, CA, USA, 2017, pp. 367-368. doi: 10.1109/VR.2017.7892329

#### Journals

- G. Abram, A. Solis, Y. Liang and K. Kumar, "In Situ Visualization of Regional-Scale Natural Hazards With Galaxy and Material Point Method," in *Computing in Science & Engineering*, vol. 24, no. 2, pp. 31-39, 1 March-April 2022. doi: 10.1109/MCSE.2022.3155074
- Esteva, Maria, Jessica Trelogan, Weijia Xu, Andrew J. Solis, and Nicholas E. Lauland. "Lost in the Data, Aerial Views of an Archaeological Collection." in *DH*, pp. 174-176. 2013.

### **Invited Talks**

| June 2022 | Introduction to Visualization Technologies<br>TACC Institute on Visualizing and Interacting with Da  | TACC   UT Austin<br>ta |
|-----------|--|------------------------|
| Nov 2019  | Introduction to Visualization Technologies<br>SDS 322 Introduction to Scientific Computing           | UT Austin              |
| Oct 2019  | Introduction to Visualization Technologies<br>INF 385T Advanced Visualization Environments           | UT Austin              |
| Aug 2018  | Introducing A-Frame: We-based Immersive Vis<br>TACC Institute on Visualizing and Interacting with Da | TACC   UT Austin<br>ta |
| Aug 2017  | Introducing A-Frame: We-based Immersive Vis<br>TACC Institute on Visualizing and Interacting with Da | TACC   UT Austin<br>ta |
| Feb 2017  | <b>Unity: Practices and Experiences</b><br>Guest Lecture at UT San Antonio                           | UTSA                   |
| Mar 2016  | Using Virtual Reality in Storytelling<br>SXSW (South by Southwest)                                   | Austin, TX             |
| Apr 2015  | NARA: An exploratory solution for large file system<br>UT Research Week                              | S UT Austin            |
|           |  |                        |